
Subject: Studio visit last night....

Posted by [brandon\[2\]](#) on Fri, 04 Aug 2006 12:16:09 GMT

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Luckily the takes that got screwed were just for scratch instruments. There didn't seem to be any concern for the "sound" or "tone". It was just set the levels and go. The band were friends of mine and I was there to observe. I was also acting as the guitar tech. I kept my mouth shut and just watched never revealing that I was really there to see if I could learn something.

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Subject: Re: Studio visit last night....

Posted by [John \[1\]](#) on Fri, 04 Aug 2006 14:41:47 GMT

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That's cuz they are professionals !

"Brandon" <a@a.com> wrote:

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Subject: Re: Studio visit last night....

Posted by [Deej \[1\]](#) on Fri, 04 Aug 2006 15:49:27 GMT

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Deej

"john" <no@no.com> wrote in message news:44d35cab\$1@linux...

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Subject: Re: Studio visit last night....
Posted by [brandon\[2\]](#) on Fri, 04 Aug 2006 16:31:07 GMT
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I don't mean to be disrespectful to the engineer. I am envy his
experience.
I am not trying to say I am better than him or anything like that.

It's just it seems like in a way these guys aren't getting what they paid for.

I guess when you don't know what you are supposed to be getting, which is the case with this band, you just go with the flow and are afraid to speak up.

These guys do not really know everything that goes into making a "professional"

recording. They just want to play their parts and say "I felt good about that take."

However, in the end they are going to leave with a sub par recording and not really know why.

I don't know...I just expected more. Maybe I had the wrong impression to begin with.

I just think the engineer should at least give some direction when he knows these guys are

new to recording. When they ask his opinion on what would be the best course to proceed

he just tells them "what ever you guys want." He doesn't give any direction or pro's or

con's etc... I think that would be important info to give your customer.

Especially if

you want them to understand their results and come back again and again.

We will see how the rest of the project goes.

We are just tracking.

Maybe this guy will pull some kind of majic during the mixing and mastering.

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Brandon Goodwin

Process Engineering

Pentech Assembly

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:44d36ca2\$1@linux...

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> work with just about every musician within 200 miles of here. I respect

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Subject: Re: Studio visit last night....
Posted by [Deej \[1\]](#) on Fri, 04 Aug 2006 16:37:31 GMT
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>It's just it seems like in a way these guys aren't getting what they paid
for.<

This is the same impression that I got from my clients and it may well be
true. I'd say that if a client has prior studio experience (ie-has a point
of reference) and is unhappy with the current studio experience then the
client isn't getting his/her money's worth, unless,of course, the client
always sucked and is just looking for a geographic cure, in which case they
will suck anywhere they go anyway.

"Brandon" <a@a.com> wrote in message news:44d3751f\$1@linux...

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> experience.
> I am not trying to say I am better than him or anything like that.
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Subject: Re: Studio visit last night....

Posted by [Carl Amburn](#) on Fri, 04 Aug 2006 19:47:17 GMT

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Is this studio also hired as the producer of this project?

I certainly understand where you're coming from Brandon - however I don't see it as the engineers fault if no one communicates what they need to him. You guys need to talk this out a bit (especially if they feel like it's not going to turn out right) - and, one of the best things you can do is take some material to the engineer that you expect it to sound like.

best of luck,
-Carl

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Subject: Re: Studio visit last night....

Posted by [Martin Harrington](#) on Sat, 05 Aug 2006 00:25:29 GMT

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Welcome to the "real" world Brandon.

Most real world studios are nowhere as pristine as most of the "project/home" studios out there, simply because there is not enough time to maintain equipment...you just quickly find a work-around and get on with it, then that work-around becomes the norm, and so on.....

--

Martin Harrington

www.lendaneer-sound.com

"Brandon" <a@a.com> wrote in message news:44d33a89\$1@linux...

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Subject: Re: Studio visit last night....

Posted by [Deej \[1\]](#) on Sat, 05 Aug 2006 03:44:12 GMT

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That what my place is starting to resemble. I've got a few things here that need to be serviced bad, but either they are dual channel and one channel is still working and I'm using it or there's something else that isn't functioning quite properly and I need to go crawl around in the snake pit and identify whether it's a cabling issue, hardware issue, patchbay issue.....etc. I have dedicated all day tomorrow to doing this and

unracking a Focusrite RED7 and a Demeter comp for shipment out to have some more in depth maintenance done. I'm going to have to work around the Demeter in a mix I'm doing, but I've figured one out. Those UAD-1 comps can sub in for hardware with no problem. That's why I've got 4 cards I guess.

;o)

"Martin Harrington" <lendan@bigpond.net.au> wrote in message news:44d3e42e\$1@linux...

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> Martin Harrington

> www.lendanear-sound.com

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Subject: Re: Studio visit last night....
Posted by [rick](#) on Sat, 05 Aug 2006 09:35:52 GMT
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On Fri, 4 Aug 2006 21:44:12 -0600, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

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>"Martin Harrington" <lendan@bigpond.net.au> wrote in message
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>> Martin Harrington
>> www.lendanear-sound.com
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Subject: Re: Studio visit last night....

Posted by [Aaron Allen](#) on Sat, 05 Aug 2006 17:23:16 GMT

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AA

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news:68p8d21bhd16dopvcqpe10u36pia2tql3i@4ax.com...

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Subject: Re: Studio visit last night....
Posted by [LaMont](#) on Sat, 05 Aug 2006 17:23:50 GMT
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Brandon,

Here's the point.. The Band is Lacking a Producer. A producer is the person who has the "sonic" vision for a son, and keeps the studio session flowing in the righ direction.

It is not a studio fault or the engineer if a customer comes and and says that they want to record some songs. The engineer is doing is or her job by getting the best signle flow he or she can. BUT, the engineer is not wired into the talents head. So, he (engineer) cannot produce the song. It's that simple.

Just like good mastering can help a good mix. A Producer can make a world of difference to a band recording sessions.

LaMOnt

"Brandon" <a@a.com> wrote:

> I don't mean to be disrepectful to the engineer. I am envy his
>experience.
>I am not trying to say I am better than him or anything like that.
>It's just it seems like in a way these guys aren't getting what they paid
>for.
>I guess when you don't know what you are supposed to be getting, which
>is the case with this band, you just go with the flow and are afraid to
>speak up.
>These guys do not really know everything that goes into making a
>"professional"
>recording. They just want to play their parts and say "I felt good about
>that take."
>However, in the end they are going to leave with a sub par recording and
not
>really know why.
>I don't know...I just expected more. Maybe I had the wrong impression to
>begin with.
>I just think the engineer should at least give some direction when he knows
>these guys are
>new to recording. When they ask his opinion on what would be the best course
>to proceed
>he just tells them "what ever you guys want." He doesn't give any direction
>or pro's or
>con's etc... I think that would be important info to give your customer.
>Especially if
>you want them to understand their results and come back again and again.
>We will see how the rest of the project goes.
>We are just tracking.
>Maybe this guy will pull some kind of majic during the mixing and mastering.
>B
>
>
>
>--
>Brandon Goodwin
>
>Process Engineering
>Pentech Assembly
>"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>news:44d36ca2\$1@linux...
>> There is a studio in this area that has been here for 20+ years and has
>done
>> work with just about every musician within 200 miles of here. I respect
>> anyone who has been doing this kind of work and making a living at it
for

>> 20+ years and when we moved here I purposely did not undercut the prices
>of
>> this other studio. I felt that this would be wrong. It's a small town
and
>I
>> was the new kid. As time passed and a few folks trickled through here
I
>made
>> every effort to give them the best sound I could out of this studio. I
>have
>> heard comments from some of them praising the extra effort I take as
I am
>> trying out different mics and mic placements. They don't seem to have
been
>> provided this elsewhere from what I can tell and are very happy and
>> flattered by it. I don't know for sure because I'm not at the sessions
at
>> the other studio and quite frankly, I like the engineer at this studio
and
>> as I said, I respect his abilities because he has made a go of it. In
any
>> event, the clients have kept returning here of their own free will so
I
>> guess that's the bottom line. Pay attention to what they are doing in
this
>> other studio and learn what you can.....then improve on it if you can.
>>
>> Deej
>> "john" <no@no.com> wrote in message news:44d35cab\$1@linux...
>> >
>> > That's cuz they are professionals !
>> >
>> > "Brandon" <a@a.com> wrote:
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Subject: Re: Studio visit last night...

Posted by [brandon\[2\]](#) on Sun, 06 Aug 2006 04:08:50 GMT

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Yes I can understand what you guys are saying.
I told the guitarist to ask the engineer what exactly his role was to be
as it was defined by the band member(percussionist)
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just to be a recording engineer. I understand that. I am sure there are numerous
reasons he keeps his mouth shut. Perhaps there was a conversation that no

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Subject: Re: Studio visit last night....

Posted by [LaMont](#) on Sun, 06 Aug 2006 05:57:09 GMT

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Hi Brandon,

This band does not seem ready for the studio. They sound like they need more rehearsing. AND, rehearsing with a drum machine or metronome.

They should save their money, hire a Producer, then go into the studio.. This is like blind leading the blind..

"brandon" <a@a.com> wrote:

>

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Subject: Re: Studio visit last night....
Posted by [rick](#) on Sun, 06 Aug 2006 09:40:59 GMT
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i'll be triple checking all the connections but the other inserts that short out the noise are not connected or touching. it's just kinda weird that this should happen after 9 years.

On Sat, 5 Aug 2006 12:23:16 -0500, "Aaron Allen"
<nospam@not_here.dude> wrote:

>so it's back
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>> noise is gone.
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>sounds awfully ground related man.
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Subject: Re: Studio visit last night....
Posted by [Deej \[1\]](#) on Sun, 06 Aug 2006 15:16:03 GMT
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Agreed

"LaMOnT" <jjdpro@ameritech.net> wrote in message news:44d584b5\$1@linux...

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Subject: Re: Studio visit last night....
Posted by [Deej \[1\]](#) on Sun, 06 Aug 2006 15:19:56 GMT
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Agreed. I can almost guarantee you that the engineer, if he cares about the final product having his name associated with it, is just as unhappy as the band at this point too. Someone needs to give this project some direction if it's going to have any chance at all.

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Subject: Re: Studio visit last night....

Coupla things, Brandon...

This band might indeed not be "ready" for the studio, but that doesn't mean they can't necessarily be guided/prodded into producing a better product than they're actually capable of - everyone get what I'm saying? That statement might sound contradictory, but when you think about it, in many cases that's actually the producer's job!

With an established artist, a producers' role might be completely different, but with a band that's young or perhaps just inexperienced insofar as the studio is concerned, the producer is the guy who makes it or breaks it... if he just lets them get in there & wail, there's a huge chance it's going to be a POS; if there's no producer, then there's an equally huge chance it's likely to turn out the same way. Involving a producer (or more specifically, a producer that is able to get the most out of the band & the situation, and therefore take them to a level beyond which they're capable of on their own) can result in the opposite effect can be cited through any number of instances, but the one that always comes to my mind is Mutt Lange - I know a lot of people think he overproduces things, but look what he did for Def Leppard from the moment he got involved with them, or Shania, for that matter.

I guess I'm rambling a bit there, because I'm not saying anything everyone here doesn't already know, but the point I'm laying the groundwork for is this: in situations like your friends' band, even if the engineer isn't also hired as/expected to be the "producer", he still has a responsibility to not let the band step on their own dicks! He might not be willing or able or feel comfortable coercing the band into doing something a certain way, but he SHOULD be making suggestions that'll help the entire cause ("Hey guys, have you considered laying a click track down?" or "Let's take two seconds & put a count-in on these tunes, ok? You never know if you'll want to have that heavy-metal banjo overdub come in right at the beginning instead of two measures later"). If he does so, and they refuse, then that's another thing entirely.

IMO, a band's almost better off with a bad producer than no producer at all... at least that way shit will get done - it might suck, but it'll at least suck in a cohesive manner LOL!

In other words, SOMEONE's got to be driving the bus (even if, in the absence of a de-facto "producer", the engineer is at the very least trying to guide things along), or else it could end

up as such a clusterfuck that they may not even get a song completed properly. Sounds like the sessions you're sitting in on could be headed in that direction.

Neil

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>>>>>news:44d3e42e\$1@linux...
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>>>>> Most real world studios are nowhere as pristine as most of the
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>>>>>> then that work-around becomes the norm, and so on.....
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>>>>>> www.lendaneer-sound.com
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>

Subject: Re: Studio visit last night....

Posted by [Deej \[1\]](#) on Sun, 06 Aug 2006 15:39:04 GMT

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>even if the engineer isn't also hired
>as/expected to be the "producer", he still has a responsibility
>to not let the band step on their own dicks!<

OK.....then.....I gave you one last week. I've got dibs on this one.

;OD

"Neil" <IOUOIU@OIU.com> wrote in message news:44d60957\$1@linux...

>

> Coupla things, Brandon...

> This band might indeed not be "ready" for the studio, but that
> doesn't mean they can't necessarily be guided/prodded into
> producing a better product than they're actually capable of -
> everyone get what I'm saying? That statement might sound
> contradictory, but when you think about it, in many cases
> that's actually the producer's job!

>

> With an established artist, a producers' role might be
> completely different, but with a band that's young or perhaps
> just inexperienced inasfar as the studio is concerned, the
> producer is the guy who makes it or breaks it... if he just
> lets them get in there & wail, there's a huge chance it's going
> to be a POS; if there's no producer, then there's an equally
> huge chance it's likely to turn out the same way. Involving a
> producer (or more specifically, a producer that is able to get
> the most out of the band & the situation, and therefore take
> them to a level beyond which they're capable of on their own)
> can result in the opposite effect can be cited through any
> number of instances, but the one that always comes to my mind
> is Mutt Lange - I know a lot of people think he overproduces
> things, but look what he did for Def Leppard from the moment he
> got involved with them, or Shania, for that matter.

>

> I guess I'm rambling a bit there, because I'm not saying
> anything everyone here doesn't already know, but the point
> I'm laying the groundwork for is this: in situations like your
> friends' band, even if the engineer isn't also hired
> as/expected to be the "producer", he still has a responsibility
> to not let the band step on their own dicks! He might not be

> willing or able or feel comfortable coercing the band into
> doing something a certain way, but he SHOULD be making suggestions that'll
> help the entire cause ("Hey guys, have you
> considered laying a click track down?" or "Let's take two
> seconds & put a count-in on these tunes, ok? You never know if
> you'll want to have that heavy-metal banjo overdub come in
> right at the beginning instead of two measures later"). If he
> does so, and they refuse, then that's another thing entirely.
>
> IMO, a band's almost better off with a bad producer than no
> producer at all... at least that way shit will get done - it
> might suck, but it'll at least suck in a cohesive manner LOL!
>
> In other words, SOMEONE's got to be driving the bus (even if,
> in the absence of a de-facto "producer", the engineer is at the
> very least trying to guide things along), or else it could end
> up as such a clusterfuck that they may not even get a song
> completed properly. Sounds like the sessions you're sitting in
> on could be headed in that direction.
>
> Neil
>
>
>
> "LaMOnt" <jjdpro@ameritech.net> wrote:
> >
> >Hi Brandon,
> >
> >This band does not seem ready for the studio. They sound like they need
> more
> >rehearing. AND, rehearsing with a drum machine or metronome.
> >
> >They should save their money, hire a Producer, then go into the studio..
> >This is like blind leading the blind..
> >
> >
> >"brandon" <a@a.com> wrote:
> >>
> >>Yes I can understand what you guys are saying.
> >>I told the guitarist to ask the engineer what exactly his role was to be
> >>as it was defined by the band member(percussionist)
> >>that set up the service. The engineer was not hired as a producer and
> was
> >>just to be a recording engineer. I understand that. I am sure there are
> >numerous
> >>reasons he keeps his mouth shut. Perhaps there was a conversation that
> no
> >>one else knows about in which he expressed what to expect to the

percussionist.

> >>Anyway.. the engineer is a real cool guy and I hope to build a relationship
> >>with him. I was right about how the last session
> >>would turn out. It is grossly off time and they had a real hard time playing
> >>along with the out of time congas. Also there was no planning or guidance
> >>in the recording process so parts were recorded without lead in counts
> and
> >>time was wasted trying to record lead in instruments. I hate to be such
> >a
> >>hard ass to my friends, but they felt that I was not worth the \$25/hr I
> >quoted
> >>them. They decided to go with a reputable local studio and pay double that
> >>and end up with 1/2 the quality. I will not tell them I told you so.
Heck,
> >>next time I might just quote them \$30/hr just because. ;-) Anyway I have
> >>got to know some of he band members better than before and they are a good
> >>bunch if guys. Just a shame they had to learn the hard way. The money they
> >>are using for the recording is community money(raised from gigs) so none
> >>of them are really attached to it persoanlly and are OK to just play their
> >>parts and go without too much concern of the final result. My guirist friend
> >>wants me their for the mix and final sessions. I am learning important
> lessons
> >>about studio business which I wasn't expecting. I really appreciate my
> friends
> >>letting me tag along. Ofcourse I am helping out loading and unloading,
> running
> >>for food, tuning guitars etc...
> >>fun stuff.
> >>b
> >>"Aaron Allen" <nospam@not_here.dude> wrote:
> >>>so it's back
> >>>> to the dummy cable insert into a non functioning patchpoint and the
> >>>> noise is gone.
> >>>
> >>>sounds awfully ground related man.
> >>>AA
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> >>>"rick" <parnell68@hotmail.com> wrote in message
> >>>news:68p8d21bhdl6dopvcqpe10u36pia2tql3i@4ax.com...
> >>>> work arounds is the operative word. for no reason that i have been

> >>>> able to suss out 2 channels started getting noise. checked all the
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> >>>> On Fri, 4 Aug 2006 21:44:12 -0600, "DJ"
> >>>> <animix_spam-this-ahole_@animas.net> wrote:
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Subject: Re: Studio visit last night....

Posted by [brandon\[2\]](#) on Mon, 07 Aug 2006 12:10:10 GMT

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That's what I was trying to say earlier Neil.

The things that really bothered me about this guy was he would force them to play it perfect all the way thru. He would delete the last take if it wasn't good. Every once in a while he would punch in and out, but I didn't like his choices of punch points.

He let it go way to long before punching out. Those were my biggest gripes. He was running PT and I was like " come on dude you can save those takes and pull the best passage from each" in my head. Perhaps he isn't that experienced or just didn't feel like piecing together somebody's shit. Like I said he is a cool guy. I think he was just milking them a little too much when he could gave a little help.

b

rick <parnell68@hotmail.com> wrote:

>i'll be triple checking all the connections but the other inserts that
>short out the noise are not connected or touching. it's just kinda
>weird that this should happen after 9 years.

>

>On Sat, 5 Aug 2006 12:23:16 -0500, "Aaron Allen"

><nospam@not_here.dude> wrote:

>

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