
Subject: picking apart a mix?????

Posted by [brandon\[2\]](#) on Thu, 21 Sep 2006 19:12:04 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

So....

If someone wanted to pick apart a mix in a technical way.....

to see what techniques were used to create the mix...

using tricks such as reversing phase on one channel

to cancel all mono sources.....

what tools would one use?

what other tricks are there to perform?

thanks,

--=20

Brandon

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Brandon </DIV></BODY></HTML>

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Subject: Re: picking apart a mix?????
Posted by [John \[1\]](#) on Thu, 21 Sep 2006 20:33:56 GMT
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I think I'm pretty good at this. I built a box that does just what that plug in I just posted for winamp does. You can break down the stereo image to see what's going to what channel and also reverse phases to make sounds stand out and hide so you can isolate better. Start with some old beatles songs or anything with radical stereo and then compare with your desired source.

Listen carefully for relative levels of delay, reverb, chorus, tremelo, distortion and how instrument textures contrast each other. Nasty distorted bass with screaming guitar (Van Halen). Note pan positions and the soundstage that is presented. I love the Rolling Stones "It's only Rock and Roll" (check it out for sure), cuz it sounds like 2 guitars and there's like 4 or 5 all over.

Use EQ to find the center frequency range of instruments to help isolate them too by using high and low passes together to isolate the instrument you want.

Of course this is all in headphones and the better they are the more you'll hear. If anyone wants to send me a \$500 pair of headphones feel free. I'm dying for a pair. hehe

John

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

>
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