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Subject: OT: Melyodyne - WOW!

Posted by [Rich Lamanna](#) on Fri, 16 Jan 2009 12:31:35 GMT

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OMG, has anyone seen this technology? Melodyne has been around for a long time but the capabilities of these newer programs is just simply astounding. Does anyone know if Melodyne cre8 or the Melodyne plugin is functional in Paris. It uses VST, AU, RTAS, DXi (via MelodyneBridge), whatever that is and ReWire. Has anyone ever used this stuff? It also imports and uses these file formats: WAV, AIFF, SD2, mono and stereo. This is truly amazing stuff.

<http://www.celemony.com/cms/index.php?id=news&L=0>

Thanks,  
Rich

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Subject: Re: Melyodyne - WOW!

Posted by [Rich Lamanna](#) on Fri, 16 Jan 2009 13:02:31 GMT

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[http://www.celemony.com/cms/index.php?id=dna\\_interview](http://www.celemony.com/cms/index.php?id=dna_interview)

Here's an interview with Peter Neubacker.

Rich

"Very Deep Productions" <[richard.lamanna@verizon.net](mailto:richard.lamanna@verizon.net)> wrote in message news:4970818d@linux...

> OMG, has anyone seen this technology? Melodyne has been around for a long  
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> Thanks,

> Rich

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Subject: Re: OT: Melyodyne - WOW!

Posted by [kerryg](#) on Sat, 17 Jan 2009 19:02:07 GMT

Done all the same things myself, including cello, viola, electric bass and many others, and flown them back and forth between PARIS and Logic. Very useful tool. I use the standalone version; I bounce a reference mix to work against and then export the tracks I need to work on one by one. Pretty quick when you get the hang of it.

- K

On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer" <tubeguru2006@gmail.com> wrote:

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> MB

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Mike Bloomer](#) on Sat, 17 Jan 2009 19:04:39 GMT  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [TC](#) on Sat, 17 Jan 2009 20:18:11 GMT  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Ted Gerber](#) on Sun, 18 Jan 2009 00:47:17 GMT  
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Exactly the same here. Sax, violin, any single note voices are great to use this on. Interestingly, I feel like the new polyphonic capability crosses a line for me, and I can't bring myself to use it. No logical explanation, just a bad feeling...

Ted

Kerry Galloway <[kg@kerrygalloway.com](mailto:kg@kerrygalloway.com)> wrote:

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Ted Gerber](#) on Sun, 18 Jan 2009 00:49:34 GMT  
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Yup, had the same issue. I run it and Paris on the same comp (have to reboot :{ ) and now save the mdd files into the PARIS audio file folder, to keep things straight.

Ted

TC <tc@spammetodeathyoubastards.org> wrote:  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 02:07:06 GMT  
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Mike so what happens when you open up the plug in Paris? Does Paris crash?  
What exactly happens, wondering if there is a workaround? Do you know anyone  
who has tried using the Melodyne bridge or ReWire? The polyphonic version  
looks totally incredible.

Rich

"Mike Bloomer" <tubeguru2006@gmail.com> wrote in message  
news:49721db7\$1@linux...

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>>Thanks,  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 02:10:47 GMT  
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Kerry so it looks like using this within Paris is not an option, kind of a pain, but I've flown files in and out of Paris before editing with Sonic Foundry..... not too much of a problem.

Rich

"Kerry Galloway" <[kg@kerrygalloway.com](mailto:kg@kerrygalloway.com)> wrote in message  
news:C5976B2F.D344%kg@kerrygalloway.com...  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 02:19:46 GMT  
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Ted, So you can't run Paris and Melodyne at the same time. A bit of a pain.  
What happens when you attempt to run both programs, how does the computer  
behave?

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message  
news:49726e8e\$1@linux...

>  
> Yup, had the same issue. I run it and Paris on the  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 02:25:51 GMT

Funny you say "just a bad feeling", the polyphonic thing is kind of unreal, it seems like unreality or something that just shouldn't be possible. Kind of like taking the color purple and breaking it down into its component colors, blue and red. It really is amazing that the dude figured this out.

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message  
news:49726e05\$1@linux...

>

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 02:27:36 GMT  
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Subject: Re: OT: Melyodyne - WOW!

Posted by [Ted Gerber](#) on Sun, 18 Jan 2009 03:43:54 GMT

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Hi Rich -

I'm on Mac. Paris only works under OS9 (or older). Melodyne only works under OSX. So while both are on the same computer - G4 (I also have Melodyne Plugin on my G5 where Logic 8 is) - they obviously can't work concurrently, I have to reboot from one OS to the other. Big drag, but you get used to it. I am planning on switching to PC for Paris for all the updates Mike A has made available on XP, but I would still have MDyne on the G5.

Ted

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Subject: Re: OT: Melyodyne - WOW!

Posted by [Ted Gerber](#) on Sun, 18 Jan 2009 03:48:32 GMT

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Melodyne comes as a standalone 8 track editor Melodyne Studio, and as a plugin which works with most all current DAWs. The tricky thing is that you have to "record" the audio to be corrected into the plugin, and then make your adjustments. The file that plays back is a new file created within the "shell" of the plugin, whereas Autotune and others are "real time".

Ted

"Very Deep Productions" <[richard.lamanna@verizon.net](mailto:richard.lamanna@verizon.net)> wrote:

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Deej \[5\]](#) on Sun, 18 Jan 2009 05:36:02 GMT  
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"Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>OMG, has anyone seen this technology? Melodyne has been around for a long  
  
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><http://www.celemony.com/cms/index.php?id=news&L=0>  
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>Thanks,  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 18:42:16 GMT  
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Ted, according to Mike Bloomer the Melodyne plug will not work in Paris? I'm not sure what platform he is on. Not sure whether to get the full version or cre8. I'm wondering if the full version will work via the Melodyne Bridge with Paris in XP.

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message news:4972976a\$1@linux...

>

> HI Rich -

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>>Rich

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>>news:49726e8e\$1@linux...

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 18 Jan 2009 18:44:10 GMT  
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Mike, I'm assuming you're on PC as you're converting to wav files. Are you familiar with the Melodyne Bridge? Have you tried it with Paris?

Rich

"Mike Bloomer" <tubeguru2006@gmail.com> wrote in message  
news:49721db7\$1@linux...

>  
> Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8. Tried  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Ted Gerber](#) on Sun, 18 Jan 2009 21:48:11 GMT  
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Rich -

I really have no knowledge of what might work on a PC, since I'm a Mac user.

Ted

"Very Deep Productions" <[richard.lamanna@verizon.net](mailto:richard.lamanna@verizon.net)> wrote:  
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Subject: Re: OT: Melyodyne - WOW!

Posted by [excelav](#) on Mon, 19 Jan 2009 07:38:36 GMT

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---

Wasn't there an old OS9 version?

"Ted Gerber" <tedgerber@rogers.com> wrote:

>

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [excelav](#) on Mon, 19 Jan 2009 07:41:43 GMT  
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vs. 2.0  
<http://www.celemony.com/cms/?id=156&L=0>

"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote:

>  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Mon, 19 Jan 2009 20:07:01 GMT  
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Rich

"Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
>  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [EK Sound](#) on Mon, 19 Jan 2009 21:04:22 GMT  
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Hey Rich,

Even if it would work, the Melodyne plug-in can be very frustrating to use. It doesn't work in "real time" as you are used to the way that other plugs work... you have to load the track into the Melodyne plug first then process. This plug also does not play well with other plugs in line, you have to remove other plugs first or the captured audio will be out of time when played back. After the audio is in Melodyne, any plugs inserted before it, or edits in the edit window will have no affect because the audio is now coming from Melodyne itself. The best thing to do would be to render the audio file, open in a stand alone version (like the new Editor, Create, or Studio) process then import back into the session.

David.

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Subject: Re: OT: Melyodyne - WOW!

Posted by [Rich Lamanna](#) on Mon, 19 Jan 2009 23:51:11 GMT

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Dave, looks like I'm leaning more towards Cre8 or the Studio version after your explanation. Sounds like the plug would be difficult to work with..... I'm still wondering if there is any reasonable method to integrate the two programs together, ie. Paris and Melodyne, in a way which I could hear both programs in sync., even if it required 2 separate computers synced together via word clock or MTC.

Thanks,  
Rich

"EK Sound" <ask\_me@nospam.net> wrote in message news:4974ee3f@linux...

> Hey Rich,  
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---

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [TC](#) on Tue, 20 Jan 2009 00:05:57 GMT  
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---

Easiest method is to export a stereo bounce (minus the track you are going to be processing), then export your target track. Bring both tracks into Melodyne. then you can hear your guide/background track at the same time you are working on your target track. Tune target track, export, import back to paris.

Cheers,

TC

Very Deep Productions wrote:

> Dave, looks like I'm leaning more towards Cre8 or the Studio version after  
> your explanation. Sounds like the plug would be difficult to work  
> with..... I'm still wondering if there is any reasonable method to  
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>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Ted Gerber](#) on Tue, 20 Jan 2009 02:42:48 GMT  
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Good points. I found that I want all the "tuning" done first anyway, so I would insert MDyne as the first plug each time, and while you still have to be mindful that the audio is "loading up" and "playing from" MDyne, at least the timing and other plugin issues are taken care of.

Ted

EK Sound <ask\_me@nospam.net> wrote:

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>

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---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [EK Sound](#) on Tue, 20 Jan 2009 20:56:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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David.

Very Deep Productions wrote:

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---

Subject: Re: OT: Melyodyne - WOW!

Posted by [Rich Lamanna](#) on Fri, 23 Jan 2009 01:04:00 GMT

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---

Dave, I see said the blind man. So you can't sync Melodyne and a DAW in real time, didn't realize that.

Thanks,  
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"EK Sound" <ask\_me@nospam.net> wrote in message news:49763dd8@linux...

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---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Don Nafe](#) on Fri, 23 Jan 2009 01:21:02 GMT  
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---

I never found it to be a problem, a tad inconvenient transferring tracks between rigs but the actual process of using melodyne was very intuitive, unlike that other program

just my \$0.02 CAD

"Very Deep Productions" <richard.lamanna@verizon.net> wrote in message

news:497913e0@linux...

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [kerryg](#) on Fri, 23 Jan 2009 02:24:33 GMT  
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Yes, you can sync them using Melodyne Bridge or ReWire for the purposes of playback. What is meant here is that Melodyne doesn't process in real-time like Automatic mode on Autotune - you edit the tracks in Melodyne.

- K

On 1/22/09 5:04 PM, in article 497913e0@linux, "Very Deep Productions"

<richard.lamanna@verizon.net> wrote:

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [audioguy\\_editout\\_](#) on Fri, 23 Jan 2009 03:19:55 GMT  
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As mentioned, you CAN sync the application on another computer... BUT not as a "real time" plugin of the first computer. The vocal file would have to reside "on the other computer"... making backups a bit of a pain. Keep in mind that Melodyne also keeps the reference file that you "capture" in a folder inside the Melodyne application folder, unless you tell it to store the file elsewhere before you begin (#1 beef with this



software). It's a real kludge either way. Better to do what TC said and use the Cre8 or Studio version with reference tracks, then transfer the finished file at the end.

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---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Erling](#) on Fri, 23 Jan 2009 10:04:45 GMT  
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Exactly what I'm doing too after seeking solutions with Melodyne in Paris  
the last years.

Render the PAF-file to start from the beginning of the project in Paris,  
export it as wave,  
open it in Melodyne and do the tuning fixes,  
save arrangement(for later use if you're not satisfied) and save the  
audiofile from Start of reference track.  
The new file will allways get a new name like \*.melo.wav  
Take away the dot before melo and save it.  
Import it into the Parisproject, change out the "bad" file with the new one  
and there you go.

I had problems here to import the file with the dot, so I found out the dot  
solution to work for me.

Erling

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> skrev i melding  
news:49793abe@linux...  
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---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sat, 24 Jan 2009 13:35:36 GMT  
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TC..... Brilliant! Thanks for the feedback.

Rich

"TC" <tc@spammetodeathyoubastards.org> wrote in message  
news:497518cb@linux...  
>  
> Easiest method is to export a stereo bounce (minus the track you are goint  
> to be processing), then export your target track. Bring both tracks into  
> Melodyne. then you can hear your guide/background track at the same time  
> you are working on your target track. Tune target track, export, import  
> back to paris.  
>  
> Cheers,  
>  
> TC  
>  
> Very Deep Productions wrote:  
>> Dave, looks like I'm leaning more towards Cre8 or the Studio version  
>> after your explanation. Sounds like the plug would be difficult to work  
>> with..... I'm still wondering if there is any reasonable method to  
>> integrate the two programs together, ie. Paris and Melodyne, in a way

>> which I could hear both programs in sync., even if it required 2 separate  
>> computers synced together via word clock or MTC.  
>>  
>> Thanks,  
>> Rich  
>>  
>> "EK Sound" <ask\_me@nospam.net> wrote in message news:4974ee3f@linux...  
>>> Hey Rich,  
>>>  
>>> Even if it would work, the Melodyne plug-in can be very frustrating to  
>>> use. It doesn't work in "real time" as you are used to the way that  
>>> other plugs work... you have to load the track into the Melodyne plug  
>>> first then process. This plug also does not play well with other plugs  
>>> in line, you have to remove other plugs first or the captured audio will  
>>> be out of time when played back. After the audio is in Melodyne, any  
>>> plugs inserted before it, or edits in the edit window will have no  
>>> affect because the audio is now coming from Melodyne itself. The best  
>>> thing to do would be to render the audio file, open in a stand alone  
>>> version (like the new Editor, Create, or Studio) process then import  
>>> back into the session.  
>>>  
>>> David.  
>>>  
>>> Very Deep Productions wrote:  
>>>> Deej, so what system are you integrating Melodyne3 with..... Cubase?  
>>>> Right, I know about the digital to midi capabilities in Melodyne.  
>>>> Simply amazing technology. Are you still using Paris in any capacity?  
>>>> If so, have you been able to integrate Melodyne with Paris?  
>>>>  
>>>> Rich  
>>>>  
>>>> "Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
>>>>> "Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>>>>>> OMG, has anyone seen this technology? Melodyne has been around for a  
>>>>>> long  
>>>>>> time but the capabilities of these newer programs is just simply  
>>>>>> astounding.  
>>>>>> Does anyone know if Melodyne cre8 or the Melodyne plugin is  
>>>>>> functional in  
>>>>>> Paris. It uses VST, AU, RTAS, DXi (via MelodyneBridge), whatever that  
>>>>>> is  
>>>>>> and  
>>>>>> ReWire. Has anyone ever used this stuff? It also imports and uses  
>>>>>> these  
>>>>>> file  
>>>>>> formats: WAV, AIFF, SD2,  
>>>>>> mono and stereo. This is truly amazing stuff.  
>>>>>>

>>>>> <http://www.celemony.com/cms/index.php?id=news&L=0>  
>>>>>  
>>>>> Thanks,  
>>>>> Rich  
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>>>>> I've got the full 3.2 version and the plugin here. The ability to  
>>>>> revoice  
>>>>> chords will probably make for some interesting mashups. You know you  
>>>>> can  
>>>>> output any blob in Melodyne3 to midi, right? You decide that P-Bass  
>>>>> ain't  
>>>>> working.....just end it to Trilogy and turn it into whatever you  
>>>>> want. Looks  
>>>>> like Cubase 5 is going to have this same functionality.  
>>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sat, 24 Jan 2009 13:38:00 GMT  
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---

Erling, did you originally try the plug in and decide it was easier to just export and import back into Paris?

Rich

"Erling" <[erling.lovik@lyse.net](mailto:erling.lovik@lyse.net)> wrote in message [news:49799998@linux...](mailto:news:49799998@linux...)  
> Exactly what I'm doing too after seeking solutions with Melodyne in Paris  
> the last years.  
> Render the PAF-file to start from the beginning of the project in Paris,  
> export it as wave,  
> open it in Melodyne and do the tuning fixes,  
> save arrangement(for later use if you're not satisfied) and save the  
> audiofile from Start of reference track.  
> The new file will allways get a new name like \*.melo.wav  
> Take away the dot before melo and save it.  
> Import it into the Parisproject, change out the "bad" file with the new  
> one and there you go.  
>  
> I had problems here to import the file with the dot, so I found out the  
> dot solution to work for me.  
>  
> Erling  
>  
> "Dave(EK Sound)" <[audioguy\\_editout\\_@shaw.ca](mailto:audioguy_editout_@shaw.ca)> skrev i melding  
> [news:49793abe@linux...](mailto:news:49793abe@linux...)  
>> Better to do what TC said and use the Cre8 or Studio version with  
>> reference tracks, then transfer the finished file at the end.

>>  
>  
>  
>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sat, 24 Jan 2009 13:47:34 GMT  
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Ted, so the big difference here between the Melodyne plug and Autotune is the real time issue. You still have to import the new file created by Melodyne back into Paris, right? But will the plug automatically open the \*.paf file you're modifying within Paris simply by inserting the plug in the track? If so this would at least eliminate the need to render the files out of Paris.

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message  
news:49729880\$1@linux...

>  
> Melodyne comes as a standalone 8 track editor Melodyne Studio,  
> and as a plugin which works with most all current DAWs. The tricky thing  
> is that you have to "record" the audio to be  
> corrected into the plugin, and then make you adjustmenst. The file that  
> plays  
> back is a new file created within the "shell" of the plugin, whereas  
> Autotune  
> and others are "real time".

>  
> Ted

>  
>  
> "Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>> So Kerry can you use Melodyne within Logic?

>>  
>> Rich

>>  
>> "Kerry Galloway" <kg@kerrygalloway.com> wrote in message  
>> news:C5976B2F.D344%kg@kerrygalloway.com...

>>> Done all the same things myself, including cello, viola, electric bass  
> and  
>>> many others, and flown them back and forth between PARIS and Logic. Very  
>>> useful tool. I use the standalone version; I bounce a reference mix to  
>  
>>> work  
>>> against and then export the tracks I need to work on one by one. Pretty

>>> quick when you get the hang of it.  
>>>  
>>> - K  
>>>  
>>>  
>>> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
>>> <tubeguru2006@gmail.com> wrote:  
>>>  
>>>>  
>>>> Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8.  
>  
>>>> Tried  
>>>> the plugin in Paris, it does not work.  
>>>> Cre8 is a separate 8 channel editor. You have to convert the files to  
>  
>>>> .wav  
>>>> and then import back to Paris. It is definitely worth the trouble.  
>>>> Somewhat  
>>>> of a learning curve but not as bad as say Cubase..... The pitch  
>>>> correction  
>>>> is pretty much transparent. You really can't tell when you're done. I  
>  
>>>> have  
>>>> also used it to create vocal harmonies which are pretty much  
>>>> indistinguishable  
>>>> from "real" ones. It works on single note slide guitar. The newest  
>>>> version  
>>>> is polyphonic, which I am dying to try...  
>>>> MB  
>>>  
>>  
>>  
>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sat, 24 Jan 2009 13:51:38 GMT  
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---

Erling, are you on PC or Mac? So with the Plug you still have to import the new file created by Melodyne back into Paris after processing, right? But will the plug automatically open the \*.paf file you're modifying within Paris simply by inserting the plug into the track? If so this would at least eliminate the need to render the files out of Paris.

Rich

"Erling" <erling.lovik@lyse.net> wrote in message news:49799998@linux...

> Exactly what I'm doing too after seeking solutions with Melodyne in Paris  
> the last years.  
> Render the PAF-file to start from the beginning of the project in Paris,  
> export it as wave,  
> open it in Melodyne and do the tuning fixes,  
> save arrangement(for later use if you're not satisfied) and save the  
> audiofile from Start of reference track.  
> The new file will allways get a new name like \*.melo.wav  
> Take away the dot before melo and save it.  
> Import it into the Parisproject, change out the "bad" file with the new  
> one and there you go.  
>  
> I had problems here to import the file with the dot, so I found out the  
> dot solution to work for me.  
>  
> Erling  
>  
> "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> skrev i melding  
> news:49793abe@linux...  
>> Better to do what TC said and use the Cre8 or Studio version with  
>> reference tracks, then transfer the finished file at the end.  
>>  
>  
>  
>

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sat, 24 Jan 2009 13:58:00 GMT  
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---

Ted, I like the idea of using the plug in and see it can be done within  
Paris, at least on a Mac. Not sure if anyone is using the plug on a PC.....  
anyone?

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message  
news:49752c18\$1@linux...

>  
> Good points. I found that I want all the "tuning" done first anyway, so I  
> would insert MDyne as the first plug each time, and  
> while you still have to be mindful that the audio is "loading up" and  
> "playing  
> from" MDyne, at least the timing and other plugin issues are taken care  
> of.  
>  
> Ted



>  
>  
>  
> EK Sound <ask\_me@nospam.net> wrote:  
>> Hey Rich,  
>>  
>> Even if it would work, the Melodyne plug-in can be very frustrating to  
>> use. It doesn't work in "real time" as you are used to the way that  
>> other plugs work... you have to load the track into the Melodyne plug  
>> first then process. This plug also does not play well with other plugs  
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>> in line, you have to remove other plugs first or the captured audio will  
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>> be out of time when played back. After the audio is in Melodyne, any  
>> plugs inserted before it, or edits in the edit window will have no  
>> affect because the audio is now coming from Melodyne itself. The best  
>> thing to do would be to render the audio file, open in a stand alone  
>> version (like the new Editor, Create, or Studio) process then import  
>> back into the session.  
>>  
>> David.  
>>  
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>>> DeeJ, so what system are you integrating Melodyne3 with..... Cubase?  
>>> Right,  
>  
>>> I know about the digital to midi capabilities in Melodyne. Simply  
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>  
>>> technology. Are you still using Paris in any capacity? If so, have you  
> been  
>>> able to integrate Melodyne with Paris?  
>>>  
>>> Rich  
>>>  
>>> "Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
>>>> "Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>>>>> OMG, has anyone seen this technology? Melodyne has been around for a  
> long  
>>>>> time but the capabilities of these newer programs is just simply  
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> in  
>>>>> Paris. It uses VST, AU, RTAS, DXi (via MelodyneBridge), whatever that  
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>>>>> and  
>>>>> ReWire. Has anyone ever used this stuff? It also imports and uses  
>>>>> these

>>>> file  
>>>>> formats: WAV, AIFF, SD2,  
>>>>> mono and stereo. This is truly amazing stuff.  
>>>>>  
>>>>> <http://www.celemony.com/cms/index.php?id=news&L=0>  
>>>>>  
>>>>> Thanks,  
>>>>> Rich  
>>>>>  
>>>> I've got the full 3.2 version and the plugin here. The ability to  
>>>> revoice  
>>>> chords will probably make for some interesting mashups. You know you  
> can  
>>>> output any blob in Melodyne3 to midi, right? You decide that P-Bass  
>>>> ain't  
>>>> working.....just end it to Trilogy and turn it into whatever you want.  
>  
>>>> Looks  
>>>> like Cubase 5 is going to have this same functionality.  
>>>  
>>>  
>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by Erling on Sat, 24 Jan 2009 15:52:06 GMT  
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---

Yes.

"Very Deep Productions" <richard.lamanna@verizon.net> skrev i melding  
news:497b1d30\$1@linux...  
> Erling, did you originally try the plug in and decide it was easier to  
> just export and import back into Paris?  
>  
> Rich  
>  
> "Erling" <erling.lovik@lyse.net> wrote in message news:49799998@linux...  
>> Exactly what I'm doing too after seeking solutions with Melodyne in Paris  
>> the last years.  
>> Render the PAF-file to start from the beginning of the project in Paris,  
>> export it as wave,  
>> open it in Melodyne and do the tuning fixes,  
>> save arrangement(for later use if you're not satisfied) and save the  
>> audiofile from Start of reference track.  
>> The new file will allways get a new name like \*.melo.wav  
>> Take away the dot before melo and save it.  
>> Import it into the Parisproject, change out the "bad" file with the new

>> one and there you go.  
>>  
>> I had problems here to import the file with the dot, so I found out the  
>> dot solution to work for me.  
>>  
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>>  
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>>> Better to do what TC said and use the Cre8 or Studio version with  
>>> reference tracks, then transfer the finished file at the end.  
>>>  
>>  
>>  
>>  
>  
>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by Erling on Sat, 24 Jan 2009 16:43:43 GMT  
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---

"Very Deep Productions" <richard.lamanna@verizon.net> skrev i melding  
news:497b2062@linux...

> Erling, are you on PC or Mac?

I'm on a PC.

>So with the Plug you still have to import the new file created by Melodyne  
>back into Paris after processing, right?

I havn't tested the Meloplugin in Paris at all since I found a solution that worked for me with the standalone units, before the plugin came out. Had a little test right now with the plugin inside Paris, as VST in Chainer, but it seems that the plugin can't understand PAF files at all. So, maybe it will work, if you're working with 16 bits wav-files inside Paris.  
....and yes, I have to import the wav melo-file as a new one in Paris(that automatic will be PAF if it's 24 bits wav) and manually change out the old one in the Edit window.

> But will the plug automatically open the \*.paf file you're modifying  
> within Paris simply by inserting the plug into the track? If so this would  
> at least eliminate the need to render the files out of Paris.

>  
> Rich

Melodyne normally can't understand Parisfiles at all, so therefore this export-import thing is one of the solutions, as far as I can see.

Erling

> "Erling" <erling.lovik@lyse.net> wrote in message news:49799998@linux...  
>> Exactly what I'm doing too after seeking solutions with Melodyne in Paris  
>> the last years.  
>> Render the PAF-file to start from the beginning of the project in Paris,  
>> export it as wave,  
>> open it in Melodyne and do the tuning fixes,  
>> save arrangement(for later use if you're not satisfied) and save the  
>> audiofile from Start of reference track.  
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>> Take away the dot before melo and save it.  
>> Import it into the Parisproject, change out the "bad" file with the new  
>> one and there you go.  
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>> Erling  
>>  
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>>> Better to do what TC said and use the Cre8 or Studio version with  
>>> reference tracks, then transfer the finished file at the end.  
>>>  
>>  
>>  
>>  
>  
>

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Subject: Re: OT: Melyodyne - WOW!  
Posted by [audioguy\\_editout\\_](#) on Sat, 24 Jan 2009 17:04:37 GMT  
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---

We have the Melodyne plugin installed on both Mac and PC... but I am not using it with Paris, just Nuendo, Cubase and ProTools.

David.

Very Deep Productions wrote:

> Ted, I like the idea of using the plug in and see it can be done within  
> Paris, at least on a Mac. Not sure if anyone is using the plug on a PC.....  
> anyone?

>  
> Rich  
>  
> "Ted Gerber" <tedgerber@rogers.com> wrote in message  
> news:49752c18\$1@linux...  
>> Good points. I found that I want all the "tuning" done first anyway, so I  
>> would insert MDyne as the first plug each time, and  
>> while you still have to be mindful that the audio is "loading up" and  
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>> from" MDyne, at least the timing and other plugin issues are taken care  
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>>  
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>> EK Sound <ask\_me@nospam.net> wrote:  
>>> Hey Rich,  
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>>>> I know about the digital to midi capabilities in Melodyne. Simply  
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>> been  
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>>>> "Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
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>>>>> Looks  
>>>>> like Cubase 5 is going to have this same functionality.  
>>>>>  
>  
>

---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Deej \[5\]](#) on Sat, 24 Jan 2009 17:41:24 GMT  
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---

"Very Deep Productions" <[richard.lamanna@verizon.net](mailto:richard.lamanna@verizon.net)> wrote:  
>Ted, I like the idea of using the plug in and see it can be done within  
  
>Paris, at least on a Mac. Not sure if anyone is using the plug on a PC.....  
  
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>  
>Rich  
>  
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>news:49752c18\$1@linux...  
>>

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>>>>  
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---

Subject: Re: OT: Melyodyne - WOW!  
Posted by [Deej \[5\]](#) on Sat, 24 Jan 2009 17:42:46 GMT  
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Arrrrghhh!!!.....sorry. I was gonna ppost to check the FS site relative to Melodyne.....so  
check the FS site relative to Melodyne.....



;) )

"Deej" <noway@jose.net> wrote:

>

>"Very Deep Productions" <richard.lamanna@verizon.net> wrote:

>>Ted, I like the idea of using the plug in and see it can be done within

>

>>Paris, at least on a Mac. Not sure if anyone is using the plug on a PC.....

>

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>>

>>Rich

>>

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>>news:49752c18\$1@linux...

>>>

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>|

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>>>

>>>

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>>>>>> "Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
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>>>>>>>>> <http://www.celemony.com/cms/index.php?id=news&L=0>  
>>>>>>>>>  
>>>>>>>>>> Thanks,  
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>>>>>>>>>>> I've got the full 3.2 version and the plugin here. The ability to  
  
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Subject: Re: OT: Melyodyne - WOW!

Posted by [Rich Lamanna](#) on Sun, 25 Jan 2009 19:25:21 GMT

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Don, thanks for your \$0.02 CAD :-) What other program, you mean Autotune?

Rich

"Don Nafe" <dnafe@rogers.com> wrote in message news:49791edb@linux...

>I never found it to be a problem, a tad inconvenient transferring tracks  
>between rigs but the actual process of using melodyne was very intuitive,  
>unlike that other program

>  
> just my \$0.02 CAD

>  
>  
> "Very Deep Productions" <richard.lamanna@verizon.net> wrote in message  
> news:497913e0@linux...

>> Dave, I see said the blind man. So you can't sync Melodyne and a DAW in  
>> real time, didn't realize that.

>>  
>> Thanks,  
>> Rich

>>  
>> "EK Sound" <ask\_me@nospam.net> wrote in message news:49763dd8@linux...

>>> The way Melodyne works, it won't happen in real time, even with two  
>>> computers..

>>>  
>>> David.

>>>  
>>> Very Deep Productions wrote:

>>>> Dave, looks like I'm leaning more towards Cre8 or the Studio version  
>>>> after your explanation. Sounds like the plug would be difficult to work  
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>>>> integrate the two programs together, ie. Paris and Melodyne, in a way  
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>>>> separate computers synced together via word clock or MTC.  
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>>>> Thanks,  
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>>>>  
>>>> "EK Sound" <ask\_me@nospam.net> wrote in message news:4974ee3f@linux...  
>>>>> Hey Rich,  
>>>>>  
>>>>> Even if it would work, the Melodyne plug-in can be very frustrating to  
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>>>>> other plugs work... you have to load the track into the Melodyne plug  
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>>>>> itself. The best thing to do would be to render the audio file, open  
>>>>> in a stand alone version (like the new Editor, Create, or Studio)  
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>>>>> David.  
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>>>>>> Right, I know about the digital to midi capabilities in Melodyne.  
>>>>>> Simply amazing technology. Are you still using Paris in any capacity?  
>>>>>> If so, have you been able to integrate Melodyne with Paris?  
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>>>>>> Rich  
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>>>>>>> "Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 25 Jan 2009 19:27:54 GMT  
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Thanks Erling for your little test, so either way you have to export and import, regardless of whether you're using the plug or not? Melodyne does not read Paris file at all unless you convert them?

Rich

"Erling" <erling.lovik@lyse.net> wrote in message news:497b4899\$1@linux...  
>  
> "Very Deep Productions" <richard.lamanna@verizon.net> skrev i melding  
> news:497b2062@linux...  
>  
>> Erling, are you on PC or Mac?  
>  
> I'm on a PC.  
>  
>> So with the Plug you still have to import the new file created by Melodyne  
>> back into Paris after processing, right?  
>  
> I haven't tested the Meloplugin in Paris at all since I found a solution

> that worked for me with the standalone units, before the plugin came out.  
> Had a little test right now with the plugin inside Paris, as VST in  
> Chainer, but it seems that the plugin can't understand PAF files at all.  
> So, maybe it will work, if you're working with 16 bits wav-files inside  
> Paris.  
> ...and yes, I have to import the wav melo-file as a new one in Paris(that  
> automatic will be PAF if it's 24 bits wav) and manually change out the old  
> one in the Edit window.  
>  
>> But will the plug automatically open the \*.paf file you're modifying  
>> within Paris simply by inserting the plug into the track? If so this  
>> would at least eliminate the need to render the files out of Paris.  
>>  
>> Rich  
>  
> Melodyne normally can't understand Parisfiles at all, so therefore this  
> export-import thing is one of the solutions, as far as I can see.  
>  
> Erling  
>  
>> "Erling" <erling.lovik@lyse.net> wrote in message news:49799998@linux...  
>>> Exactly what I'm doing too after seeking solutions with Melodyne in  
>>> Paris the last years.  
>>> Render the PAF-file to start from the beginning of the project in Paris,  
>>> export it as wave,  
>>> open it in Melodyne and do the tuning fixes,  
>>> save arrangement(for later use if you're not satisfied) and save the  
>>> audiofile from Start of reference track.  
>>> The new file will allways get a new name like \*.melo.wav  
>>> Take away the dot before melo and save it.  
>>> Import it into the Parisproject, change out the "bad" file with the new  
>>> one and there you go.  
>>>  
>>> I had problems here to import the file with the dot, so I found out the  
>>> dot solution to work for me.  
>>>  
>>> Erling  
>>>  
>>> "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> skrev i melding  
>>> news:49793abe@linux...  
>>>> Better to do what TC said and use the Cre8 or Studio version with  
>>>> reference tracks, then transfer the finished file at the end.  
>>>>  
>>>  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Rich Lamanna](#) on Sun, 25 Jan 2009 19:31:25 GMT  
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Deej, I checked it, didn't see anything. What are you selling?

Rich

"Deej" <noway@jose.net> wrote in message news:497b4506\$1@linux...

>  
> Arrrrghhh!!!.....sorry. I was gonna ppost to check the FS site relative to  
> Melodyne.....so  
> check the FS site relative to Melodyne.....

>  
> ;)

>  
>  
>  
>  
> "Deej" <noway@jose.net> wrote:

>>  
>>"Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>>>Ted, I like the idea of using the plug in and see it can be done within

>>  
>>>Paris, at least on a Mac. Not sure if anyone is using the plug on a  
>>>PC.....

>>  
>>>anyone?

>>>  
>>>Rich

>>>  
>>>"Ted Gerber" <tedgerber@rogers.com> wrote in message  
>>>news:49752c18\$1@linux...

>>>>  
>>>> Good points. I found that I want all the "tuning" done first anyway,  
> so

>>I  
>>>> would insert MDyne as the first plug each time, and  
>>>> while you still have to be mindful that the audio is "loading up" and

>>  
>>>> "playing  
>>>> from" MDyne, at least the timing and other plugin issues are taken care  
>>  
>>>> of.

>>>>  
>>>> Ted  
>>>>  
>>>>  
>>>>  
>>>> EK Sound <ask\_me@nospam.net> wrote:  
>>>>> Hey Rich,  
>>>>>  
>>>>> Even if it would work, the Melodyne plug-in can be very frustrating to  
>>>>> use. It doesn't work in "real time" as you are used to the way that  
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Subject: Re: OT: Melyodyne - WOW!  
Posted by [Don Nafe](#) on Mon, 26 Jan 2009 00:02:58 GMT  
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---

Yes I was speaking of Autotune..I have it and I find it very annoying to use.

"Very Deep Productions" <[richard.lamanna@verizon.net](mailto:richard.lamanna@verizon.net)> wrote in message

news:497cc014\$1@linux...

> Don, thanks for your \$0.02 CAD :-) What other program, you mean Autotune?

>

> Rich

>

> "Don Nafe" <dnafe@rogers.com> wrote in message news:49791edb@linux...

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