
Subject: Studio Furniture causes acoustic problems

Posted by [DC](#) on Mon, 01 May 2006 22:13:09 GMT

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Hi all,

Hey, I am finding this out the hard way. My mix of the live project is coming along nicely, except for all the acoustic anomalies I am discovering.

This is un-freaking believeable, but the analyzer proved it. What I found is that putting speakers on top of typical audio furniture causes *huge* frequency-response problems. No matter how you do it.

All these sort of things:

<http://www.omnirax.com>

<http://www.argosyconsole.com/>

http://custom-consoles.com/recording_studio_furniture.php

Every one of them, cause huge increases in the low mids by acting as an extension of the front baffle of the speaker. Speaker freq. response is measured in anechoic chambers, so speakers are designed to be flat in that environment. When you put them on the top of a table or console, or even nearby to a table or console, you get a significant boost in low-mids (typically, but it depends on the size of the new baffle surface). In my case it results in an 8db boost at 100hz. !!!!

DAMN! How am I supposed to mix like this? So, I am off to find a very small desk that will just fit 2 C-16's with the computer KB underneath, and the speakers are going back on the heavy stands.

Why doesn't anyone offer studio furniture that deals with this?

More to come as I dig into this problem...

DC

Subject: Re: Studio Furniture causes acoustic problems

Posted by [EK Sound](#) on Mon, 01 May 2006 22:36:45 GMT

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Are you de-coupling your monitors from the furniture?

David.

DC wrote:

> Hi all,

>

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> coming along nicely, except for all the acoustic anomalies I am

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>

> DC

>

>

>

Subject: Re: Studio Furniture causes acoustic problems

Posted by [DC](#) on Mon, 01 May 2006 22:45:16 GMT

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EK Sound <askme@nospam.com> wrote:

>Are you de-coupling your monitors from the furniture?

>

>David.

Oh yeah. The monitors are on foam Auralex Mo-Pad) mounts which sit on a concrete block which sits on rubber feet. !

This is not a coupling issue, nor a resonance one. It is the result of returning the lower mid frequencies to you, in essence amplifying them, by adding to the baffle size with a flat table top.

BTW, I had my kid pick the speaker up an inch or so and hold it in space. Made no difference. I may write an article on this, because I suspect it affects most of us.

thanks,

DC

Subject: Re: Studio Furniture causes acoustic problems

Posted by [EK Sound](#) on Mon, 01 May 2006 23:07:20 GMT

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It's probably near field early reflections from the desk surface. This has always been an issue with meter bridge mounted monitors. In the past, I used to sit the nearfields on stands behind the console at a height that would prevent any direct reflection from the desk surface... maybe try something like that...

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DC wrote:

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> DC
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Subject: Re: Studio Furniture causes acoustic problems
Posted by [dc\[4\]](#) on Tue, 02 May 2006 00:14:30 GMT
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A friend who designs monitors calls it the "baffle step effect" which is another way of saying that the reflections are so early that they essentially become a part of the front baffle of the speaker.

I used to have the speakers higher and behind the desk and they sounded really awful there precisely because of reflections and loading of the area behind the desk.

The only real solution is to get rid of the desk. I am going to try this tomorrow and see if it fixes things. I bet it will.

more to follow

DC

Subject: Re: Studio Furniture causes acoustic problems
Posted by [justcron](#) on Tue, 02 May 2006 00:34:39 GMT
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everything around it affects the sound in some way... you can use eq to flatten it out or you just learn what its doing and compensate your mixes accordingly.

an 8db boost at 100 isn't such a bad thing :)

"DC" <DC@spammersinhell.org> wrote in message news:445687f5@linux...

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> DC
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Subject: Re: Studio Furniture causes acoustic problems

Posted by [dc\[4\]](#) on Tue, 02 May 2006 00:37:21 GMT

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"justcron" <paris@hydrorecords.com> wrote:

>everything around it affects the sound in some way... you can use eq to

>flatten it out or you just learn what its doing and compensate your mixes

>accordingly.

>

>an 8db boost at 100 isn't such a bad thing :)

Actually it is, because it will make all your mixes weak in that area.

We often assume that a big, huge sounding speaker with lots of sizzle and boom will produce mixes that sound just like that, but it won't. In reality, it lies to us because of it's non-linear response. It tells us something sounds big that really is pretty weak. Then we take the mix somewhere else, or even in the car, and it is wimpy.

If you want an 8db boost at 100, you need a speaker that does not already have one so you can add it yourself in the music, not the playback gear.

Also, "learning the room/monitors" etc only works if you will settle for just "OK" sound. If you want to just nail it, you need to really hear it. My project has drums, percussion, 4 voices, 3 guitars, keys and bass. And they all want to hear themselves... So I simply must be able to hear or the mix will be crap.

DC

Subject: Re: Studio Furniture causes acoustic problems

Posted by [justcron](#) on Tue, 02 May 2006 00:50:58 GMT

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I know what you're saying, but if you listen to music you 'know' in a certain environment, you will be able to tell yourself what to do... even if you build a 100% flat environment to work in, you can still have the same issues thinking your stuff sounds good here so it will sound good there. I can go to any environment I know and know ahead of time how its going to sound in that environment. I'd take 5 imperfect mixing environments over a flat lab anyday.

"DC" <dc@spamthemoon.com> wrote in message news:4456a9c1\$1@linux...

>
> "justcron" <paris@hydrorecords.com> wrote:
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> DC
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Subject: Re: Studio Furniture causes acoustic problems

Posted by [DC](#) on Tue, 02 May 2006 01:17:17 GMT

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Well, it's true, but we have to start somewhere. Everyone, even the home stereo speaker people, start with a flat response as the goal. If we listen to the truth, we can color it and tweak it up, and it will rock on most systems. If the monitors don't tell us the truth, our work tends to translate to even fewer systems, not more.

BTW, most living rooms are less bollixed up than many studios acoustically. All this hardware, especially mixers and studio furniture really make it hard to hear. And we haven't even talked

about bad speaker locations, asymmetrical rooms and other such nonsense.

I always used my room solely for my own originals and never worried about how accurate it was. Now I am finding out that, while the room itself sounds quite good, this desk is a major problem. Tomorrow I am going to get rid of it, and then put the analyzer back up and see if we fixed the boost at 100.

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Subject: Re: Studio Furniture causes acoustic problems

Posted by [neil\[1\]](#) on Tue, 02 May 2006 04:15:59 GMT

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You might also just try hanging a bass trap directly above the listening position (if you've got a flat ceiling), or a couple feet in front of the listening position (if you've got a "proper" control room slanted-type ceiling). That'll suck up several db's worth of reflected freq's in your problem range.

Just a simple homemade absorber should work to test it out... glue a sheet of OC-703 to a piece of 1/4" MDF, wrap a pretty color of cloth around it for appearance's sake & hang it from eyelet screws attached to each corner of the MDF... won't absorb as much lows as a proper bass trap, but it'll have enough mass to cut down some of it, and for 15 bucks worth of goodies you might be able to keep your desk. If it cuts down some, but not quite enough, then at least you'll know if hanging one or two proper bass traps in that position will get the job done.

Neil

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>DC
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Subject: Re: Studio Furniture causes acoustic problems
Posted by [Aaron Allen](#) on Tue, 02 May 2006 04:23:00 GMT
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http://www.jcwhitney.com/autoparts/Product/showCustom-0/Pr-p_Product.CATENTRY_ID:2002977/c-10101/Nty-1/p-2002977/Ntx-mod_e+matchallpartial/N-10101/tf-Browse/s-10101/Ntk-AllTextSearchGroup?Ntt=damping

Something like this might help you out. I'm going through the same kind of thing for the umpteenth time in my career, looking hard at it myself.

AA

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>>>
>>> DC
>>>
>>>
>>>
>>
>>
>

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Re: Studio Furniture causes acoustic problems
Posted by [dc\[4\]](#) on Tue, 02 May 2006 06:38:15 GMT
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Hi Neil!

howwahhya?

I have a very nice 10' ceiling with a good slope and Celotex all over it. Worse, the bass boost happens long before the sound gets up there. You can take the measurement mic and watch the phenomenon disappear as you get close to the speaker, and reappear right at my listening position. I also deliberately measured the anomaly at only 75db or so, so I am sure I am not hearing reflections. BTW, the proportion of boost does not increase with level, so it is not coming back from the room.

I *really* have to get rid of this desk. It also really buggers the sub's response because of all the chambers and loading it creates.

I will know more shortly.

thanks for the help everyone!

DC

"Neil" <IOUOIU@OIU.com> wrote:

>

>You might also just try hanging a bass trap directly above the
>listening position (if you've got a flat ceiling), or a couple
>feet in front of the listening position (if you've got
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>>more to follow

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>>DC
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Subject: Re: Studio Furniture causes acoustic problems
Posted by [dc\[4\]](#) on Tue, 02 May 2006 06:40:54 GMT
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I am thinking that the only real solution is having absolutely nothing between me and the speakers except a couple of C-16's and a computer KB. Some of my mastering buddies do this and it sure seems to work.

No studio furniture, no racks , no desk, no table with stuff on it.

I'll know more soon.

DC

"Aaron Allen" <nospam@not_here.dude> wrote:

> http://www.jcwhitney.com/autoparts/Product/showCustom-0/Pr-p_Product.CATENTRY_ID:2002977/c-10101/Nty-1/p-2002977/Ntx-mod_e+matchallpartial/N-10101/tf-Browse/s-10101/Ntk-AllTextSearchGroup?Ntt=damping

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>>>> we take the mix somewhere else, or even in the car, and it is wimpy.
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>>>> If you want an 8db boost at 100, you need a speaker that does not

going to absorb at least a little of what hits it.

So if it's the desk & only the desk, what about turning the desktop into a bass trap... 703 on the underside of the desktop, enclose that with some wood with an air gap inside - you know the drill.

Bet no one's tried that before. Could work!

Neil

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>>>>the past, I used to sit the nearfields on stands behind the console at
>>
>>>>a height that would prevent any direct reflection from the desk
>>>>surface... maybe try something like that...
>>>>
>>>>David.
>>>
>>>
>>>A friend who designs monitors calls it the "baffle step effect" which
>>>is another way of saying that the reflections are so early that they
>>>essentially become a part of the front baffle of the speaker.
>>>
>>>I used to have the speakers higher and behind the desk and they
>>>sounded really awful there precisely because of reflections and
>>>loading of the area behind the desk.
>>>
>>>The only real solution is to get rid of the desk. I am going to try
>>>this tomorrow and see if it fixes things. I bet it will.
>>>
>>>more to follow
>>>
>>>DC
>>>
>>
>

Subject: Re: Studio Furniture causes acoustic problems
Posted by [excelav](#) on Tue, 02 May 2006 13:04:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

It kind of sounds like a minimalist mastering set up. You may be on to something here.

"DC" <dc@spamthemoon.com> wrote:

>
>I am thinking that the only real solution is having absolutely nothing
>between me and the speakers except a couple of C-16's and a
>computer KB. Some of my mastering buddies do this and it
>sure seems to work.

>
>No studio furniture, no racks , no desk, no table with stuff on it.
>
>I'll know more soon.

>
>DC

>
>
>"Aaron Allen" <nospam@not_here.dude> wrote:
>> http://www.jcwhitney.com/autoparts/Product/showCustom-0/Pr-p_Product.CATENTRY_ID:2002977/c-10101/Nty-1/p-2002977/Ntx-mod_e+matchallpartial/N-10101/tf-Browse/s-10101/Ntk-AllTextSearchGroup?Ntt=damping

>>
>>Something like this might help you out. I'm going through the same kind
>of
>>thing for the umpteenth time in my career, looking hard at it myself.

>>
>>AA

>>
>>"DC" <dc@spammersinhell.org> wrote in message news:4456b31d\$1@linux...

>>>
>>> Well, it's true, but we have to start somewhere. Everyone, even
>>> the home stereo speaker people, start with a flat response as the
>>> goal. If we listen to the truth, we can color it and tweak it up, and
>>> it will rock on most systems. If the monitors don't tell us the truth,
>>> our work tends to translate to even fewer systems, not more.

>>>
>>> BTW, most living rooms are less bollixed up than many
>>> studios acoustically. All this hardware, especially mixers and studio
>>> furniture really make it hard to hear. And we haven't even talked
>>> about bad speaker locations, asymmetrical rooms and other such
>>> nonsense.

>>>
>>> I always used my room solely for my own originals and never worried
>>> about how accurate it was. Now I am finding out that, while the
>>> room itself sounds quite good, this desk is a major problem.
>>> Tomorrow I am going to get rid of it, and then put the analyzer back
>>> up and see if we fixed the boost at 100.

>>>
>>> DC
>>>
>>>
>>> "justcron" <paris@hydrorecords.com> wrote:
>>>>I know what you're saying, but if you listen to music you 'know' in a
>>>>certain environment, you will be able to tell yourself what to do...
even
>>> if
>>>>you build a 100% flat environment to work in, you can still have the
same
>>>
>>>>issues thinking your stuff sounds good here so it will sound good there.
>>> I
>>>>can go to any environment I know and know ahead of time how its going
>to
>>>
>>>>sound in that environment. I'd take 5 imperfect mixing environments
over
>>> a
>>>>flat lab anyday.
>>>>
>>>>"DC" <dc@spamthemoon.com> wrote in message news:4456a9c1\$1@linux...
>>>>>
>>>>> "justcron" <paris@hydrorecords.com> wrote:
>>>>>>everything around it affects the sound in some way... you can use eq
>to
>>>>>
>>>>>>flatten it out or you just learn what its doing and compensate your
>
>>>>>>mixes
>>>>>
>>>>>>accordingly.
>>>>>>
>>>>>>an 8db boost at 100 isn't such a bad thing :)
>>>>>
>>>>>
>>>>> Actually it is, because it will make all your mixes weak in that area.
>>>>>
>>>>> We often assume that a big, huge sounding speaker with lots of
>>>>> sizzle and boom will produce mixes that sound just like that, but it
>>>>> won't. In reality, it lies to us because of it's non-linear response.
>>>>> It tells us something sounds big that really is pretty weak. Then
>>>>> we take the mix somewhere else, or even in the car, and it is wimpy.
>>>>>
>>>>> If you want an 8db boost at 100, you need a speaker that does not
>>>>> already have one so you can add it yourself in the music, not the
>>>>> playback gear.

>>>>>
>>>>> Also, "learning the room/monitors" etc only works if you will settle
>>>>> for just "OK" sound. If you want to just nail it, you need to really
>>>>> hear it. My project has drums, percussion, 4 voices, 3 guitars,
>>>>> keys and bass. And they all want to hear themselves... So I simply
>>>>> must be able to hear or the mix will be crap.
>>>>>
>>>>> DC
>>>>>
>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>>
>>
>>
>>I choose Polesoft Lockspam to fight spam, and you?
>><http://www.polesoft.com/refer.html>
>>
>>
>

Subject: Re: Studio Furniture causes acoustic problems
Posted by ["Kris"](#) . on Tue, 02 May 2006 13:47:31 GMT
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You're probably not gonna believe me, but speaker loading (corner loading, extended baffle, speaker boundary, soffit mounting, etc) is the one acoustic problem that can be corrected with EQ. The extended baffle should have a shelf-eq type effect (which may look like a band boost when combined with the speaker's natural LF rolloff). You should be able to apply a corrective inverse shelf to compensate.

This, combined with some trapping targeted around 100Hz to damp any modes that the extra bass might be exciting should go a long way to remedying the problem.

That said, console design from an acoustic standpoint is one thing that is often overlooked. I've seen lots of studios that have phenomenal looking control rooms, well proportioned acoustically, plenty of trapping/diffusion, and nearfield perched on a mock meter bridge with the listening position bathed in console splash. What's the point? To me, a big advantage to DAWs is that you can make the desk smaller, and acoustically sweeter....ever consider building trapping into your desk itself???? I have!!

Cheers,

Kris

"DC" <dc@spamthemoon.com> wrote:

>

>Hi Neil!

>

>howwahhya?

>

>I have a very nice 10' ceiling with a good slope and Celotex all over
>it. Worse, the bass boost happens long before the sound gets up
>there. You can take the measurement mic and watch the
>phenomenon disappear as you get close to the speaker, and
>reappear right at my listening position. I also deliberately measured
>the anomaly at only 75db or so, so I am sure I am not hearing
>reflections. BTW, the proportion of boost does not increase with
>level, so it is not coming back from the room.

>

>I *really* have to get rid of this desk. It also really buggers the
>sub's response because of all the chambers and loading it creates.

>

>I will know more shortly.

>

>thanks for the help everyone!

>

>DC

>

>

>"Neil" <IOUOIU@OIU.com> wrote:

>>

>>You might also just try hanging a bass trap directly above the
>>listening position (if you've got a flat ceiling), or a couple
>>feet in front of the listening position (if you've got
>>a "proper" control room slanted-type ceiling). That'll suck up
>>several db's worth of reflected freq's in your problem range.

>>

>>Just a simple homemade absorber should work to test it out...
>>glue a sheet of OC-703 to a piece of 1/4" MDF, wrap a pretty
>>color of cloth around it for appearance's sake & hang it from
>>eyelet screws attached to each corner of the MDF... won't
>>absorb as much lows as a proper bass trap, but it'll have
>>enough mass to cut down some of it, and for 15 bucks worth of
>>goodies you might be able to keep your desk. If it cuts down
>>some, but not quite enough, then at least you'll know if
>>hanging one or two proper bass traps in that position will get
>>the job done.

>>
>>Neil
>>
>>
>>"DC" <dc@spamthemoon.com> wrote:
>>>
>>>EK Sound <askme@nospam.com> wrote:
>>>>It's probably near field early reflections from the desk surface.
>>>>This has always been an issue with meter bridge mounted monitors. In
>
>>>>the past, I used to sit the nearfields on stands behind the console at
>>
>>>>a height that would prevent any direct reflection from the desk
>>>>surface... maybe try something like that...
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Subject: Re: Studio Furniture causes acoustic problems
Posted by [jim phillips](#) on Tue, 02 May 2006 14:15:50 GMT
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I have a remote c16 that I use outside to mix on, no more room problems. I just set up my monitors and c16 on nice days/nights. it run in tandem with my other 16 in the control room. "James McCloskey" <excelsm@hotmail.com> wrote:
>
>It kind of sounds like a minimalist mastering set up. You may be on to something

>here.
>
>"DC" <dc@spamthemoon.com> wrote:
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>>between me and the speakers except a couple of C-16's and a
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>>>> it will rock on most systems. If the monitors don't tell us the truth,
>>>> our work tends to translate to even fewer systems, not more.
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>>>> furniture really make it hard to hear. And we haven't even talked
>>>> about bad speaker locations, asymmetrical rooms and other such
>>>> nonsense.
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>>>> DC
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>>>>>>>>>>> sizzle and boom will produce mixes that sound just like that, but
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>>>>>>>>>>>> won't. In reality, it lies to us because of it's non-linear response.
>>>>>>>>>>>>> It tells us something sounds big that really is pretty weak. Then
>>>>>>>>>>>>>> we take the mix somewhere else, or even in the car, and it is wimpy.
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>> If you want an 8db boost at 100, you need a speaker that does not

Gene

P.S. Timbuktu Pro adds a fair amount of strain on my Paris system so this running Timbuktu Pro on my Mac running Performer. I wired a pair of super a cool setup but still mostly academic since I have never preferred a mix I have done this way.

I think I can also use the MotorMix.

"DC" <DC@spammersinhell.org> wrote:

>
>Hi all,
>
>Hey, I am finding this out the hard way. My mix of the live project is
>coming along nicely, except for all the acoustic anomalies I am
>discovering.
>
>This is un-freaking believeable, but the analyzer proved it.
>What I found is that putting speakers on top of typical audio
>furniture causes *huge* frequency-response problems. No matter
>how you do it.
>
>All these sort of things:
>
><http://www.omnirax.com>
>
><http://www.argosyconsole.com/>
>
>http://custom-consoles.com/recording_studio_furniture.php
>
>Every one of them, cause huge increases in the low mids by acting
>as an extension of the front baffle of the speaker. Speaker
>freq. response is measured in anechoic chambers, so speakers are
>designed to be flat in that environment. When you put them on
>the top of a table or console, or even nearby to a table or console,
>you get a significant boost in low-mids (typically, but it depends on
>the size of the new baffle surface). In my case it results in an 8db
>boost at 100hz. !!!!
>
>DAMN! How am I supposed to mix like this? So, I am off to find
>a very small desk that will just fit 2 C-16's with the computer KB
>underneath, and the speakers are going back on the heavy stands.

>
>Why doesn't anyone offer studio furniture that deals with this?
>
>More to come as I dig into this problem...
>
>DC
>
>
>

Subject: Re: Studio Furniture causes acoustic problems
Posted by [jef knight\[1\]](#) on Tue, 02 May 2006 15:37:32 GMT
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Hi Don,

I found myself fighting this from the get-go, so I've always had smaller console/furniture realestate and used side stands, currently the ultimate support 42" ers. That fixed alot of that for me. Yet, many of my fave albums/cd's were done in rooms that had their nfm's on the bridge of some gigantumongous metal slab console. a dillema? na,...not when you see the mfm's hiding up there in the wall.....lol

jef

DC wrote:

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>
>Hey, I am finding this out the hard way. My mix of the live project is
>coming along nicely, except for all the acoustic anomalies I am
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>More to come as I dig into this problem...
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>DC
>
>
>
>
>

Subject: Re: Studio Furniture causes acoustic problems

Posted by [Deej \[1\]](#) on Tue, 02 May 2006 16:56:20 GMT

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I'm running a 30' trs?insert cable from my CR upstairs from one of the outputs of my DAC-1 to a NAD preamp>inputs balanced) >NAD power amp which is driving a pair of huge ADS 1520's in my living room. It's a good way to check mixes and masters. I've also got a PC in the living area and I will likely be trying the Tibuktu or other remote desktop. I like the old NAD stuff too. It's sufficiently hi-fi without losing the *consumer vibe* so I'm able to stay in the reality ballpark as far as playback systems go. I also have an old consumer Sony system in my CR (my version of NS10's with front firing bass ports) that I A/B with my NHT A-20/B-20's. I'm sure my room has plenty of anomalies, but I've listened to so much reference material there that I know it well and I'm happy with the results I can achieve with this threefold reference monitoring approach.

Deej

ne lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:44576c83\$1@linux...

>
> This is what I have tried with mixed results (no pun intended):
> I have a nice sound system in my "TV Room" with Infinity Kappa 9 speakers
> and early NAD electronics. Its old but it sounds good and more important,
> I know the system well. The room is also reasonably good acoustically. I
> added a pair of Jensen line transformers before the NAD (and balanced
wiring),
> so I can check mixes live through the second system. With a laptop and
Timbuktu
> Pro, I can add last minute touches to my mixes remotely.
>
> I wouldn't want to do a full mix this way, but for final touch ups it
works
> fine.
>
> Has it really helped?.NO. The Kappa's are nice sounding and unobstructed,
> but they have a very different feel (like mixing on B&W's). It's
distracting.
>
> The idea might work better with a system that was closer to the sound of
> my studio mons, but this is an inexpensive approach that you may want to
> try, assuming you have access to a decent audio system.
>
> Gene
>
> P.S. Timbuktu Pro adds a fair amount of strain on my Paris system so this
> can be problematic on complex mixes. I recently tried doing a "Two box
mix"
> running Timbuktu Pro on my Mac running Performer. I wired a pair of super
> long MIDI cables so I can also run my MorotMix along with the laptop. It's
> a cool setup but still mostly academic since I have never preferred a mix
> I have done this way.
>
> Next to try. my wireless laptop setup works well all around my house and
> yard, so- Mix in my car! If I run the long MIDI cables out my bedroom
window,
> I think I can also use the MotorMix.
>
>
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> >
> >
> >
> >
>

Subject: Re: Studio Furniture causes acoustic problems
Posted by [Aaron Allen](#) on Tue, 02 May 2006 22:22:57 GMT
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Dude, why midi? Go Wifi and do a remote desktop to Paris (I'm making a bit of an assumption here that the Mac can do a terminal service across WiFi). I do this regularly on my internet desktop and Inspiron because it's better for me to stay central. Push the output of Paris to a mini radio transmitter

and you should be good to mix in the car....

AA

"gene lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:44576c83\$1@linux...

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>>
>>
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I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Re: Studio Furniture causes acoustic problems
Posted by [gene lennon](#) on Tue, 02 May 2006 23:25:50 GMT
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"Aaron Allen" <nospam@not_here.dude> wrote:

>Dude, why midi? Go Wifi and do a remote desktop to Paris (I'm making a bit

>of an assumption here that the Mac can do a terminal service across WiFi).

|

>do this regularly on my internet desktop and Inspiron because it's better

>for me to stay central. Push the output of Paris to a mini radio transmitter

>and you should be good to mix in the car....

>

>AA

>

I am WiFi and it works fine for remote desktop, but I hate using the trackpad.

the latency would be like if I ISDN my Paris output to the Princeton University
Radio station and do the mix live over the air? :-)

g
