

---

Subject: Loosing m mind

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

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

---

Ok, It is finally start to get to me.

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

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

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

---

---

Subject: Re: Loosing m mind

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

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

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0021\_01C6F08B.CE254FF0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Cujo,

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

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

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

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

Good luck on this one.

Tom

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

Ok, It is finally start to get to me.

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

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

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

a mega way, then new Dynaudio BM15s then another UAD with the 1073.. =

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

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>  
-----=\_NextPart\_000\_0021\_01C6F08B.CE254FF0  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Are pro CDs brighter than they used to =
be in your=20
newly</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>modified room?&nbsp; If so I'd say it's =
treatment,=20
speakers and their placement.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Try recording and mixing a pro CD 2 =
track&nbsp;(no=20
eq) that you know with </FONT><FONT face=3DArial =
size=3D2>Paris.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Play that back on other systems.&nbsp; =
Does the=20
same thing happen?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>If so then there's something wrong =
with&nbsp;your=20
digital config perhaps.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Good luck on this one.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Cujo" &lt;<A=20
=
```



>  
>Cujo,  
>Are pro CDs brighter than they used to be in your newly  
>modified room? If so I'd say it's treatment, speakers and their =  
>placement.  
>  
>Try recording and mixing a pro CD 2 track (no eq) that you know with =  
>Paris.  
>Play that back on other systems. Does the same thing happen?  
>If so then there's something wrong with your digital config perhaps.  
>  
>Good luck on this one.  
>Tom  
> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>news:4532b8eb\$1@linux...  
>  
>  
> Ok, It is finally start to get to me.  
> My mixes in Paris have always sounded murky and bass heavy and lack =  
>punch,  
> outside my room, And they sound slamming inside the room.  
> First I got an external clock, then a UAD 1 card, then treated my =  
>room in  
> a mega way, then new Dynaudio BM15s then another UAD with the 1073.. =  
>Is it  
> the Paris bounce?  
> Is it the dithering in CEP? what are you guys doing..I mean really it  
=  
>sounds  
> like a totally different mix to me...ARRRRGGHHH  
>  
>  
>I choose Polesoft Lockspam to fight spam, and you?  
><http://www.polesoft.com/refer.html>  
>  
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
><HTML><HEAD>  
><META http-equiv=3DContent-Type content=3D"text/html; =  
>charset=3Diso-8859-1">  
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
><BODY bgColor=3D#ffffff>  
><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>Are pro CDs brighter than they used to  
=  
>be in your=20  
>newly</FONT></DIV>

>treatment,=20  
>speakers and their placement.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Try recording and mixing a pro CD 2 =

>eq) that you know with </FONT><FONT face=3DArial =  
>size=3D2>Paris.</FONT></DIV>

>Does the=20  
>same thing happen?</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>If so then there's something wrong =

>digital config perhaps.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Good luck on this one.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20  
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> <DIV>"Cujo" <<A=20  
> =  
>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>.com</A>>=20  
> wrote in message <A=20  
> =  
>href=3D"news:4532b8eb\$1@linux">news:4532b8eb\$1@linux</A>...</DIV><BR><BR>=  
>Ok, It=20  
> is finally start to get to me.<BR>My mixes in Paris have always =  
>sounded murky=20  
> and bass heavy and lack punch,<BR>outside my room, And they sound =  
>slamming=20  
> inside the room.<BR>First I got an externeal clock, then a UAD 1 card,  
=  
>then=20  
> treated my room in<BR>a mega way, then new Dynaudio BM15s then another  
=  
>UAD=20  
> with the 1073.. Is it<BR>the Paris bounce?<BR>Is it the dithering in =  
>CEP? what=20  
> are you guys doing..I mean really it sounds<BR>like a totally =  
>different mix to=20  
> me...ARRRRGGHHH</BLOCKQUOTE>

><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>and=20  
>you?<BR><A=20  
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>  
>

---

Subject: Re: Loosing m mind  
Posted by [Tom Bruhl](#) on Sun, 15 Oct 2006 23:15:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0054\_01C6F08E.35E6AC90  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

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

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

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

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

>  
>

>Cujo,  
>Are pro CDs brighter than they used to be in your newly  
>modified room? If so I'd say it's treatment, speakers and their =3D  
>placement.  
>  
>Try recording and mixing a pro CD 2 track (no eq) that you know with =  
=3D  
>Paris.  
>Play that back on other systems. Does the same thing happen?  
>If so then there's something wrong with your digital config perhaps.  
>  
>Good luck on this one.  
>Tom  
> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D  
>news:4532b8eb\$1@linux...  
>  
>  
> Ok, It is finally start to get to me.  
> My mixes in Paris have always sounded murky and bass heavy and lack =  
=3D  
>punch,  
> outside my room, And they sound slamming inside the room.  
> First I got an externeal clock, then a UAD 1 card, then treated my =  
=3D  
>room in  
> a mega way, then new Dynaudio BM15s then another UAD with the =  
1073.. =3D  
>Is it  
> the Paris bounce?  
> Is it the dithering in CEP? what are you guys doing..I mean really =  
it  
=3D  
>sounds  
> like a totally different mix to me...ARRRRGGHHH  
>  
>  
>I choose Polesoft Lockspam to fight spam, and you?  
><http://www.polesoft.com/refer.html> =20  
>  
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
><HTML><HEAD>  
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D  
>charset=3D3Diso-8859-1">  
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
><BODY bgColor=3D3D#ffffff>  
><DIV><FONT face=3D3DArial size=3D3D2>Cujo,</FONT></DIV>

><DIV><FONT face=3D3DArial size=3D3D2>Are pro CDs brighter than they =  
 used to  
 =3D  
 >be in your=3D20  
 >newly</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>modified room? If so I'd say =  
 it's =3D  
 >treatment,=3D20  
 >speakers and their placement.</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>Try recording and mixing a pro =  
 CD 2 =3D  
 >track (no=3D20  
 >eq) that you know with </FONT><FONT face=3D3DArial =3D  
 >size=3D3D2>Paris.</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>Play that back on other systems. =  
 =3D  
 >Does the=3D20  
 >same thing happen?</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>If so then there's something =  
 wrong =3D  
 >with your=3D20  
 >digital config perhaps.</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>Good luck on this =  
 one.</FONT></DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>  
 ><BLOCKQUOTE=3D20  
 >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
 =3D  
 >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
 > <DIV>"Cujo" <<A=3D20  
 > =3D  
 =  
 >href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
 dio=3D  
 >.com</A>>=3D20  
 > wrote in message <A=3D20  
 > =3D  
 =  
 >href=3D3D"news:4532b8eb\$1@linux">news:4532b8eb\$1@linux</A>...</DIV><BR><=  
 BR>=3D  
 >Ok, It=3D20  
 > is finally start to get to me.<BR>My mixes in Paris have always =3D  
 >sounded murky=3D20  
 > and bass heavy and lack punch,<BR>outside my room, And they sound =  
 =3D  
 >slamming=3D20



> inside the room.<BR>First I got an external clock, then a UAD 1 =  
card,  
=3D  
>then=3D20  
> treated my room in<BR>a mega way, then new Dynaudio BM15s then =  
another  
=3D  
>UAD=3D20  
> with the 1073.. Is it<BR>the Paris bounce?<BR>Is it the dithering =  
in =3D  
>CEP? what=3D20  
> are you guys doing..I mean really it sounds<BR>like a totally =3D  
>different mix to=3D20  
> me...ARRRRGGHHH</BLOCKQUOTE>  
><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>and=3D20  
>you?<BR><A=3D20  
=  
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
fer=3D  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>

-----=\_NextPart\_000\_0054\_01C6F08E.35E6AC90  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Do pro CDs sound bright to you since =
your=20
modifications in the room?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>T.</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"cujo" &lt;<A=20
  =
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
```

..com</A>&gt;=20  
wrote in message <A=20  
=  
href=3D"news:4532bdc8\$1 @linux">news:4532bdc8\$1 @linux</A>...</DIV><BR><BR>=  
<BR>So=20  
you are saying pull up a stereo mix of say "Who;s Next" and bouonc =  
it<BR>in=20  
Paris then burn a CD of it..good idea..<BR><BR>As far as treatment I =  
have=20  
followed a ton of advice from the John Sayers site<BR>as far as nulls =  
proper=20  
speaker height and width, I have minimized comb filtering<BR>from my =  
gear, l=20  
have tons of 705 a cloud also hangs on the ceiling up, l<BR>mean I =  
don;t=20  
expect to make Who's Next again on my gear...and I have always<BR>had=20  
translation issues even in big studios with other people=20  
engineering..but<BR>it really seems so different, I often dread =  
checking=20  
mixes...I will give<BR>your ide a shot..maybe we copy bounce thie =  
files to say=20  
16 tracks, (Carefully)<BR>so 8 l and 8 r....and test if it is a track =  
count=20  
thing too.<BR><BR><BR><BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Cujo,<BR>&gt;Are pro CDs brighter than =  
they used=20  
to be in your newly<BR>&gt;modified room?&nbsp; If so I'd say it's =  
treatment,=20  
speakers and their =3D<BR>&gt;placement.<BR>&gt;<BR>&gt;Try recording =  
and mixing=20  
a pro CD 2 track (no eq) that you know with =  
=3D<BR>&gt;Paris.<BR>&gt;Play that=20  
back on other systems.&nbsp; Does the same thing happen?<BR>&gt;If so =  
then=20  
there's something wrong with your digital config =  
perhaps.<BR>&gt;<BR>&gt;Good=20  
luck on this one.<BR>&gt;Tom<BR>&gt;&nbsp; "Cujo" &lt;<A=20  
=  
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
..com</A>&gt;=20  
wrote in message=20  
=3D<BR>&gt;news:4532b8eb\$1 @linux...<BR>&gt;<BR>&gt;<BR>&gt;&nbsp; Ok, =  
It is=20  
finally start to get to me.<BR>&gt;&nbsp; My mixes in Paris have =  
always=20  
sounded murky and bass heavy and lack =3D<BR>&gt;punch,<BR>&gt;&nbsp; =  
outside my=20

room, And they sound slamming inside the room.<BR>&gt;&nbsp; First I =  
got an=20  
externeal clock, then a UAD 1 card, then treated my =3D<BR>&gt;room=20  
in<BR>&gt;&nbsp; a mega way, then new Dynaudio BM15s then another UAD =  
with the=20  
1073.. =3D<BR>&gt;Is it<BR>&gt;&nbsp; the Paris bounce?<BR>&gt;&nbsp; =  
Is it the=20  
dithering in CEP? what are you guys doing..I mean really=20  
it<BR>=3D<BR>&gt;sounds<BR>&gt;&nbsp; like a totally different mix to=20  
me...ARRRRGGHHH<BR>&gt;<BR>&gt;<BR>&gt;I choose Polesoft Lockspam to =  
fight=20  
spam, and you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;&nbsp;=20  
<BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20  
http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
=3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =  
content=3D3D"MSHTML=20  
6.00.2800.1400"=20  
=  
name=3D3DGENERATOR&gt;<BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=  
D&gt;<BR>&gt;&lt;BODY=20  
bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial=20  
=  
size=3D3D2&gt;Cujo,&lt;/FONT&gt;&lt;/DIV&gt;&lt;FONT=20  
face=3D3DArial size=3D3D2&gt;Are pro CDs brighter than they used =  
to<BR>=3D<BR>&gt;be=20  
in =  
your=3D20<BR>&gt;newly&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FON=  
T=20  
face=3D3DArial size=3D3D2&gt;modified room? If so I'd say it's=20  
=3D<BR>&gt;treatment,=3D20<BR>&gt;speakers and their=20  
placement.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;Try recording and mixing a pro CD 2 =3D<BR>&gt;track=20  
(no=3D20<BR>&gt;eq) that you know with &lt;/FONT&gt;&lt;FONT =  
face=3D3DArial=20  
=  
=3D<BR> &gt;size=3D3D2&gt;Paris.&lt;/FONT&gt;&lt; /DIV&gt; <BR>&gt;&lt;DIV&gt;g=  
t;&lt;FONT=20  
face=3D3DArial size=3D3D2&gt;Play that back on other systems. =  
=3D<BR>&gt;Does=20  
the=3D20<BR>&gt;same thing=20  
happen?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;If so then there's something wrong =3D<BR>&gt;with=20  
your=3D20<BR>&gt;digital config=20

perhaps.</FONT></DIV><BR></DIV></FONT =  
face=3D3DArial=20  
size=3D3D2</FONT> </DIV><BR></DIV></FONT =  
face=3D3DArial=20  
size=3D3D2</FONT>Good luck on this=20  
one.</FONT></DIV><BR></DIV></FONT =  
face=3D3DArial=20  
=  
size=3D3D2</FONT>Tom</FONT></DIV> <BR></BLOCKQUOTE=3D20<BR>=  
&gt;style=3D3D"PADDING-RIGHT:=20  
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: =  
#000000 2px=20  
solid; MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; </DIV></DIV>"Cujo"=20  
&lt;&lt;A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;href=3D3D"<A=20  
=  
href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
'>mailto:chris@nospamapplemanstudio.com"&gt;chris@nospamapplemanstudio</A=  
>=3D<BR>&gt;.com</A>&gt;=3D20<BR>&gt;&nbsp; =20  
wrote in message <A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;href=3D3D"<A=20  
=  
href=3D'news:4532b8eb\$1@linux">news:4532b8eb\$1@linux</A>...</DIV><BR><BR'=  
>news:4532b8eb\$1@linux"&gt;news:4532b8eb\$1@linux</A>...</DIV>&gt;=  
&lt;&lt;BR>&lt;&lt;BR</A>&gt;=3D<BR>&gt;Ok,=20  
It=3D20<BR>&gt;&nbsp; is finally start to get to me.</BR>&gt;My mixes =  
in Paris=20  
have always =3D<BR>&gt;sounded murky=3D20<BR>&gt;&nbsp; and bass heavy =  
and lack=20  
punch,&lt;BR>&gt;outside my room, And they sound=20  
=3D<BR>&gt;slamming=3D20<BR>&gt;&nbsp; inside the room.&lt;BR>&gt;First =  
I got an=20  
external clock, then a UAD 1 =  
card,<BR>=3D<BR>&gt;then=3D20<BR>&gt;&nbsp; treated=20  
my room in&lt;BR>&gt;a mega way, then new Dynaudio BM15s then=20  
another<BR>=3D<BR>&gt;UAD=3D20<BR>&gt;&nbsp; with the 1073.. Is =  
it&lt;BR>&gt;the=20  
Paris bounce?&lt;BR>&gt;Is it the dithering in =3D<BR>&gt;CEP?=20  
what=3D20<BR>&gt;&nbsp; are you guys doing..I mean really it=20  
sounds&lt;BR>&gt;like a totally =3D<BR>&gt;different mix =  
to=3D20<BR>&gt;&nbsp; =20  
me...ARRRRGGHHH&lt;/BLOCKQUOTE&gt;<BR>&gt;</DIV>&lt;/FONT=20  
size=3D3D2</FONT>&lt;BR>&gt;&lt;BR>&gt;I choose Polesoft Lockspam to fight =  
spam,=20  
=  
=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR>&gt;</A=3D20 <BR>&gt;href=3D3D"<A=20  
=  
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
'>http://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/refer</A=  
>=3D<BR>&gt;.html&lt;/A>=20

=  
&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&gt; t;&lt;/HTML&gt; <BR>&gt;<BR>&gt;</BLOC=  
KQUOTE></BODY></HTML>

-----=\_NextPart\_000\_0054\_01C6F08E.35E6AC90--

---

---

Subject: Re: Loosing m mind  
Posted by [Don Nafe](#) on Sun, 15 Oct 2006 23:57:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My first thought was "it's the room"

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

DOn

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

>  
>  
> Ok, It is finally start to get to me.  
> My mixes in Paris have always sounded murky and bass heavy and lack punch,  
> outside my room, And they sound slamming inside the room.  
> First I got an externeal clock, then a UAD 1 card, then treated my room in  
> a mega way, then new Dynaudio BM15s then another UAD with the 1073.. Is it  
> the Paris bounce?  
> Is it the dithering in CEP? what are you guys doing..I mean really it  
> sounds  
> like a totally different mix to me...ARRRRGGHHH

---

---

Subject: Re: Loosing m mind  
Posted by [Neil](#) on Mon, 16 Oct 2006 00:30:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cuj, try this...

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

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

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

Neil

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

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

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

>>  
>>  
>>Cujo,  
>>Are pro CDs brighter than they used to be in your newly  
>>modified room? If so I'd say it's treatment, speakers and their =  
>>placement.  
>>  
>>Try recording and mixing a pro CD 2 track (no eq) that you know with =  
>>Paris.  
>>Play that back on other systems. Does the same thing happen?  
>>If so then there's something wrong with your digital config perhaps.  
>>  
>>Good luck on this one.  
>>Tom  
>> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>>news:4532b8eb\$1@linux...  
>>  
>>  
>> Ok, It is finally start to get to me.  
>> My mixes in Paris have always sounded murky and bass heavy and lack =

>>punch,  
>> outside my room, And they sound slamming inside the room.  
>> First I got an external clock, then a UAD 1 card, then treated my =  
>>room in  
>> a mega way, then new Dynaudio BM15s then another UAD with the 1073..  
=  
>>Is it  
>> the Paris bounce?  
>> Is it the dithering in CEP? what are you guys doing..I mean really it  
>=  
>>sounds  
>> like a totally different mix to me...ARRRRGGHHH  
>>  
>>  
>>I choose Polesoft Lockspam to fight spam, and you?  
>><http://www.polesoft.com/refer.html>  
>>  
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
>><HTML><HEAD>  
>><META http-equiv=3DContent-Type content=3D"text/html; =  
>>charset=3Diso-8859-1">  
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>  
>><STYLE></STYLE>  
>></HEAD>  
>><BODY bgColor=3D#ffffff>  
>><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>Are pro CDs brighter than they used to  
>=  
>>be in your=20  
>>newly</FONT></DIV>

>>treatment,=20  
>>speakers and their placement.</FONT></DIV>

>><DIV><FONT face=3DArial size=3D2>Try recording and mixing a pro CD 2 =  
>>eq) that you know with </FONT><FONT face=3DArial =  
>>size=3D2>Paris.</FONT></DIV>

>>Does the=20  
>>same thing happen?</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>If so then there's something wrong =  
>>digital config perhaps.</FONT></DIV>

>><DIV><FONT face=3DArial size=3D2>Good luck on this one.</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
>><BLOCKQUOTE=20

>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
>> <DIV>"Cujo" <<A=20  
>> =  
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>.com</A>>=20  
>> wrote in message <A=20  
>> =  
>>href=3D"news:4532b8eb\$1@linux">news:4532b8eb\$1@linux</A>...</DIV><BR><BR>=  
>>Ok, It=20  
>> is finally start to get to me.<BR>My mixes in Paris have always =  
>>sounded murky=20  
>> and bass heavy and lack punch,<BR>outside my room, And they sound =  
>>slamming=20  
>> inside the room.<BR>First I got an external clock, then a UAD 1 card,  
>=  
>>then=20  
>> treated my room in<BR>a mega way, then new Dynaudio BM15s then another  
>=  
>>UAD=20  
>> with the 1073.. Is it<BR>the Paris bounce?<BR>Is it the dithering in  
=  
>>CEP? what=20  
>> are you guys doing..I mean really it sounds<BR>like a totally =  
>>different mix to=20  
>> me...ARRRRGGHHH</BLOCKQUOTE>  
>><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>>and=20  
>>you?<BR><A=20  
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
  
>>  
>>

---

Subject: Re: Loosing m mind  
Posted by [Don Nafe](#) on Mon, 16 Oct 2006 00:40:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

"Neil" <OIUOIU@OIU.com> wrote in message news:4532d28c\$1@linux...  
>  
> Cuj, try this...  
>  
> Do a mix of one of your tunes with NO EQ or EFX whatsoever;



> just raw tracks, balanced out more or less evenly so that you  
> can hear everything. Pan a little bit if you wanna, but nothing  
> too severe L&R unless it's a stereo track - no EQ, no 'verbs,  
> no dynamics - nothing. Then burn that off to a CD - if that  
> doesn't sound anything like the mix in your room, then it's  
> your room or something's funky goin' on between your rig & the  
> monitors... if it DOES sound like in your room, then it's the  
> way you're mixing stuff - choices you're making when EQ'ing adding EFX,  
> etc.  
>  
> Try it... that way you have a true starting point.  
>  
> Neil  
>  
>  
> "cujo" <chris@nosspamapplemanstudio.com> wrote:  
>>  
>>  
>>  
>>So you are saying pull up a stereo mix of say "Who;s Next" and bouonc it  
>>in Paris then burn a CD of it..good idea..  
>>  
>>As far as treatment I have follwed a ton of advice from the John Sayers  
> site  
>>as far as nulls proper speaker height and width, I have minimized comb  
>>filtering  
>>from my gear, I have tons of 705 a cloud also hangs on the ceiling up, I  
>>mean I don;t expect to make Who's Next again on my gear...and I have  
>>always  
>>had translation issues even in big studios with other people  
>>engineering..but  
>>it really seems so different, I often dread checking mixes...I will give  
>>your ide a shot..maybe we copy bounce thie files to say 16 tracks,  
>>(Carefully)  
>>so 8 l and 8 r....and test if it is a track count thing too.  
>>  
>>  
>>  
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>  
>>>  
>>>Cujo,  
>>>Are pro CDs brighter than they used to be in your newly  
>>>modified room? If so I'd say it's treatment, speakers and their =  
>>>placement.  
>>>  
>>>Try recording and mixing a pro CD 2 track (no eq) that you know with =  
>>>Paris.

>>>Play that back on other systems. Does the same thing happen?  
>>>If so then there's something wrong with your digital config perhaps.  
>>>  
>>>Good luck on this one.  
>>>Tom  
>>> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>>>news:4532b8eb\$1@linux...  
>>>  
>>>  
>>> Ok, It is finally start to get to me.  
>>> My mixes in Paris have always sounded murky and bass heavy and lack =  
>>>punch,  
>>> outside my room, And they sound slamming inside the room.  
>>> First I got an externeal clock, then a UAD 1 card, then treated my =  
>>>room in  
>>> a mega way, then new Dynaudio BM15s then another UAD with the 1073..  
> =  
>>>Is it  
>>> the Paris bounce?  
>>> Is it the dithering in CEP? what are you guys doing..I mean really it  
>>=  
>>>sounds  
>>> like a totally different mix to me...ARRRRGGHHH  
>>>  
>>>  
>>>I choose Polesoft Lockspam to fight spam, and you?  
>>><http://www.polesoft.com/refer.html>  
>>>  
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
>>><HTML><HEAD>  
>>><META http-equiv=3DContent-Type content=3D"text/html; =  
>>>charset=3Diso-8859-1">  
>>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>  
>>><STYLE></STYLE>  
>>></HEAD>  
>>><BODY bgColor=3D#ffffff>  
>>><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>  
>>><DIV><FONT face=3DArial size=3D2>Are pro CDs brighter than they used to  
>>=  
>>>be in your=20  
>>>newly</FONT></DIV>  
>>><DIV><FONT face=3DArial size=3D2>modified room? If so I'd say it's =  
>>>treatment,=20  
>>>speakers and their placement.</FONT></DIV>  
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>>><DIV><FONT face=3DArial size=3D2>Try recording and mixing a pro CD 2 =  
>>>track (no=20  
>>>eq) that you know with </FONT><FONT face=3DArial =

```
>>>size=3D2>Paris.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Play that back on other systems. =
>>>Does the=20
>>>same thing happen?</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>If so then there's something wrong =
>>>with your=20
>>>digital config perhaps.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>Good luck on this one.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><BLOCKQUOTE=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV>"Cujo" <<A=20
>>> =
>>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>>.com</A>>=20
>>> wrote in message <A=20
>>> =
>>>href=3D"news:4532b8eb$1@linux">news:4532b8eb$1@linux</A>...</DIV><BR><BR>=
>>>Ok, It=20
>>> is finally start to get to me.<BR>My mixes in Paris have always =
>>>sounded murky=20
>>> and bass heavy and lack punch,<BR>outside my room, And they sound =
>>>slamming=20
>>> inside the room.<BR>First I got an external clock, then a UAD 1 card,
>>=
>>>then=20
>>> treated my room in<BR>a mega way, then new Dynaudio BM15s then another
>>=
>>>UAD=20
>>> with the 1073.. Is it<BR>the Paris bounce?<BR>Is it the dithering in
> =
>>>CEP? what=20
>>> are you guys doing..I mean really it sounds<BR>like a totally =
>>>different mix to=20
>>> me...ARRRRGGHHH</BLOCKQUOTE>
>>><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
>>>and=20
>>>you?<BR><A=20
>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>.html</A> </FONT></DIV></BODY></HTML>
>>>
>>>
>
```

Subject: Re: Loosing m mind

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

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

---

It's really hard to describe, it has to be the room, but somewhere in the balance of bass and treble it seems that it is pretty dang close in my room to the reference CD's but I get to the car and I have to turn the bass down 1 and trebl up 2 clciks to get it where it felt in the house. but it isn't only that, but in my control room, the mises sound clear, 3 dimentional and "airy" but the CD burns sound almost hazy, like the presence area has been compressed and almost glassy in bad way, Dirty Glassy, and somehow not as full range. So, the EQ thing bass and treble would be understandable,, but this mushieness freaks me out, I really wonder if it my conversion to 16 bit, or somehting else, I'll try the Wavelab dither tomorrow.

my stuff still gets some nice nods critically, but it is not how I want it to sound!

hey is anyone running mixes through any mic pres? Anyone here have a 1968ME compressor?

"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

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

>

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

>acoustic treatment?

>

>DOn

>

>

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

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

>>

>>

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

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

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

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

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

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

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

---

Subject: Re: Loosing m mind  
Posted by [Tom Bruhl](#) on Mon, 16 Oct 2006 02:24:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0088\_01C6F0A8.B5893D40  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

You dither huh? . . .  
"Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
news:4532d7e6\$1@linux...

It's really hard to describe, it has to be the room, but somewhere in =  
the  
balance of bass and treble it seems that it is pretty dang close in my =  
room  
to the reference CD's but I get to the car and I have to turn the bass =  
down  
1 and trebl up 2 clciks to get it where it felt in the house. but it =  
isn't  
only that, but in my control room, the mises sound clear, 3 =  
dimentional and  
"airy" but the CD burns sound almost hazy, like the presence area has =  
been  
compressed and almost glassy in bad way, Dirty Glassy, and somehow not =  
as  
full range. So, the EQ thing bass and treble would be =  
understandable,, but  
this mushieness freaks me out, I really wonder if it my conversion to =  
16  
bit, or somehting else, I'll try the Wavelab dither tomorrow.

my stuff still gets some nice nods critically, but it is not how I =  
want it

to sound!

hey is anyone running mixes through any mic pres? Anyone here have a =  
1968ME  
compressor?

"Don Nafe" <dnafe@magma.ca> wrote:  
>My first thought was "it's the room"  
>  
>May I ask the room dimensions, the approximate location of your =  
speakers  
and=20  
>acoustic treatment?  
>  
>DOn  
>  
>  
>"Cujo" <chris@nospamapplemanstudio.com> wrote in message=20  
>news:4532b8eb\$1@linux...  
>>  
>>  
>> Ok, It is finally start to get to me.  
>> My mixes in Paris have always sounded murky and bass heavy and lack =  
punch,  
>> outside my room, And they sound slamming inside the room.  
>> First I got an external clock, then a UAD 1 card, then treated my =  
room  
in  
>> a mega way, then new Dynaudio BM15s then another UAD with the =  
1073.. Is  
it  
>> the Paris bounce?  
>> Is it the dithering in CEP? what are you guys doing..I mean really =  
it  
  
>> sounds  
>> like a totally different mix to me...ARRRRGGHHH=20  
>  
>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_0088\_01C6F0A8.B5893D40

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =  
charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT face=3DArial size=3D2>You dither huh? . . .</FONT></DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Cujo" &lt;<A=20

=

href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
..com</A>&gt;=20

wrote in message <A=20

=

href=3D"news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV><BR><BR>=

<BR>It's=20

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

the<BR>balance of bass and treble it seems that it is pretty dang =

close in my=20

room<BR>to the reference CD's but I get to the car and I have to turn =

the bass=20

down<BR>1 and trebl up 2 clicks to get it where it felt in the house. =

but it=20

isn't<BR>only that, but in my control room, the mises sound clear, 3=20

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

presence area has been<BR>compressed and almost glassy in bad way, =

Dirty=20

Glassy, and somehow not as<BR>full range.&nbsp; So, the EQ thing bass =

and=20

treble would be understandable,, but<BR>this mushieness freaks me out, =

l=20

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

I'll try=20

the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice nods =

critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey is =

anyone=20

running mixes through any mic pres? Anyone here have a=20  
1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR><BR><BR><BR>"Don Nafe" &lt;<A =

href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>&gt; wrote:<BR>&gt;My =  
first=20

thought was "it's the room" <BR>&gt;<BR>&gt;May I ask the room =  
dimensions, the=20

approximate location of your speakers<BR>and <BR>&gt;acoustic=20  
treatment?<BR>&gt;<BR>&gt;DOn<BR>&gt;<BR>&gt; <BR>&gt;"Cujo" &lt;<A=20  
=

href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
..com</A>&gt;=20

wrote in message=20

<BR>&gt;news:4532b8eb\$1@linux...<BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt; =

Ok, It is=20

finally start to get to me.<BR>&gt;&gt; My mixes in Paris have always =  
sounded=20

murky and bass heavy and lack punch,<BR>&gt;&gt; outside my room, And =  
they=20

sound slamming inside the room.<BR>&gt;&gt; First I got an external =  
clock,=20

then a UAD 1 card, then treated my room<BR>in<BR>&gt;&gt; a mega way, =  
then new=20

Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>&gt;&gt; =  
the Paris=20

bounce?<BR>&gt;&gt; Is it the dithering in CEP? what are you guys =  
doing..l=20

mean really it<BR><BR>&gt;&gt; sounds<BR>&gt;&gt; like a totally =  
different mix=20

to me...ARRRRGGHHH <BR>&gt;<BR>&gt;</BLOCKQUOTE>

<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20

you?<BR><A=20

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----=\_NextPart\_000\_0088\_01C6F0A8.B5893D40--

---

**Subject:** Re: Loosing m mind

**Posted by** [cujo](#) on Mon, 16 Oct 2006 03:04:00 GMT

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

---

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

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



>  
>  
>You dither huh? . . .  
> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>news:4532d7e6\$1@linux...  
>  
>  
>  
> It's really hard to describe, it has to be the room, but somewhere in  
=  
>the  
> balance of bass and treble it seems that it is pretty dang close in my  
=  
>room  
> to the reference CD's but I get to the car and I have to turn the bass  
=  
>down  
> 1 and trebl up 2 clicks to get it where it felt in the house. but it =  
>isn't  
> only that, but in my control room, the mises sound clear, 3 =  
>dimensional and  
> "airy" but the CD burns sound almost hazy, like the presence area has  
=  
>been  
> compressed and almost glassy in bad way, Dirty Glassy, and somehow not  
=  
>as  
> full range. So, the EQ thing bass and treble would be =  
>understandable,, but  
> this mushieness freaks me out, I really wonder if it my conversion to  
=  
>16  
> bit, or somehting else, I'll try the Wavelab dither tomorrow.  
>  
> my stuff still gets some nice nods critically, but it is not how I =  
>want it  
> to sound!  
>  
>  
> hey is anyone running mixes through any mic pres? Anyone here have a =  
>1968ME  
> compressor?  
>  
>  
>  
>  
>  
>

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

```

></HEAD>
><BODY bgColor=#ffffff>
><DIV><FONT face=Arial size=2>You dither huh? . . .</FONT></DIV>
><BLOCKQUOTE=20
>style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Cujo" <A=20
> =
>href="mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>.com</A>>=20
> wrote in message <A=20
> =
>href="news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><BR>=
><BR>It's=20
> really hard to describe, it has to be the room, but somewhere in=20
> the<BR>balance of bass and treble it seems that it is pretty dang =
>close in my=20
> room<BR>to the reference CD's but I get to the car and I have to turn
=
>the bass=20
> down<BR>1 and treble up 2 clicks to get it where it felt in the house.
=
>but it=20
> isn't<BR>only that, but in my control room, the mids sound clear, 3=20
> dimensional and<BR>"airy" but the CD's sound almost hazy, like the
=
>
> presence area has been<BR>compressed and almost glassy in bad way, =
>Dirty=20

>and=20
> treble would be understandable,, but<BR>this mushiness freaks me out,
=
>I=20
> really wonder if it my conversion to 16<BR>bit, or something else, =
>I'll try=20
> the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice nods
=
>
> critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey is
=
>anyone=20
> running mixes through any mic pres? Anyone here have a=20
> 1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR><BR>>"Don Nafe" <A =
>
> href="mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote:<BR>>My =
>first=20
> thought was "it's the room" <BR>><BR>>May I ask the room =

```

>dimensions, the=20  
> approximate location of your speakers<BR>and <BR>>acoustic=20  
> treatment?<BR>><BR>>DOn<BR>><BR>><BR>>"Cujo" <<A=20  
> =  
>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>.com</A>>=20  
> wrote in message=20  
> <BR>>news:4532b8eb\$1@linux...<BR>>><BR>>><BR>>> =  
>Ok, It is=20  
> finally start to get to me.<BR>>> My mixes in Paris have always =  
>sounded=20  
> murky and bass heavy and lack punch,<BR>>> outside my room, And =  
>they=20  
> sound slamming inside the room.<BR>>> First I got an externeal =  
>clock,=20  
> then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =  
>then new=20  
> Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>>> =  
>the Paris=20  
> bounce?<BR>>> Is it the dithering in CEP? what are you guys =  
>doing..I=20  
> mean really it<BR><BR>>> sounds<BR>>> like a totally =  
>different mix=20  
> to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>  
><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>and=20  
>you?<BR><A=20  
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
  
>  
>

---

Subject: Re: Loosing m mind

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

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

---

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

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

Like I said -- probably the room...

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

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

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

>

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

>

>DOn

>

>

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

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

>>

>>

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

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

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

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

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

>> the Paris bounce?

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

>> sounds

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

>

---

Subject: Re: Loosing m mind

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

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

This is a multi-part message in MIME format.

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

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Cujo,

This is probably a different topic but . . .

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

music/pop/rock

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

them

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

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

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

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

>  
>  
>You dither huh? . . .  
> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D >news:4532d7e6\$1@linux...  
>  
>  
>  
> It's really hard to describe, it has to be the room, but somewhere = in  
=3D  
>the  
> balance of bass and treble it seems that it is pretty dang close in = my  
=3D  
>room  
> to the reference CD's but I get to the car and I have to turn the = bass  
=3D  
>down  
> 1 and trebl up 2 clicks to get it where it felt in the house. but = it  
=3D  
>isn't  
> only that, but in my control room, the mises sound clear, 3 =3D >dimentional and  
> "airy" but the CD burns sound almost hazy, like the presence area = has  
=3D  
>been  
> compressed and almost glassy in bad way, Dirty Glassy, and somehow = not  
=3D

>as  
> full range. So, the EQ thing bass and treble would be =3D  
>understandable,, but  
> this mushieness freaks me out, I really wonder if it my conversion =  
to  
=3D  
>16  
> bit, or somehting else, I'll try the Wavelab dither tomorrow.  
>  
> my stuff still gets some nice nods critically, but it is not how I =  
=3D  
>want it  
> to sound!  
>  
>  
> hey is anyone running mixes through any mic pres? Anyone here have =  
a=3D  
>1968ME  
> compressor?  
>  
>  
>  
>  
>  
>  
>  
>  
>  
> "Don Nafe" <dnafe@magma.ca> wrote:  
> >My first thought was "it's the room"  
> >  
> >May I ask the room dimensions, the approximate location of your =  
=3D  
>speakers  
> and=3D20  
> >acoustic treatment?  
> >  
> >DOn  
> >  
> >  
> >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20  
> >news:4532b8eb\$1@linux...  
> >>  
> >>  
> >> Ok, It is finally start to get to me.  
> >> My mixes in Paris have always sounded murky and bass heavy and =  
lack  
=3D  
>punch,  
> >> outside my room, And they sound slamming inside the room.

> >> First I got an external clock, then a UAD 1 card, then treated =  
my  
=3D  
>room  
> in  
> >> a mega way, then new Dynaudio BM15s then another UAD with the =  
=3D  
>1073.. Is  
> it  
> >> the Paris bounce?  
> >> Is it the dithering in CEP? what are you guys doing..I mean =  
really  
=3D  
>it  
>  
> >> sounds  
> >> like a totally different mix to me...ARRRRGGHHH=3D20  
> >  
> >  
>  
>  
>I choose Polesoft Lockspam to fight spam, and you?  
><http://www.polesoft.com/refer.html> =20  
>  
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
><HTML><HEAD>  
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D  
>charset=3D3Diso-8859-1">  
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
><BODY bgColor=3D3D#ffffff>  
><DIV><FONT face=3D3DArial size=3D3D2>You dither huh? . . =  
..</FONT></DIV>  
><BLOCKQUOTE=3D20  
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
=3D  
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> <DIV>"Cujo" <<A=3D20  
> =3D  
=

>[href=3D3D"mailto:chris@nospamapplemanstudio.com"](mailto:chris@nospamapplemanstudio.com)>chris@nospamapplemanstu=  
dio=3D  
>.com</A>>=3D20  
> wrote in message <A=3D20  
> =3D  
=

>[href=3D3D"news:4532d7e6\\$1@linux"](news:4532d7e6$1@linux)>news:4532d7e6\$1@linux</A>...</DIV><BR><=



BR>=3D

><BR>It's=3D20

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

in=3D20

> the<BR>balance of bass and treble it seems that it is pretty dang =

=3D

>close in my=3D20

> room<BR>to the reference CD's but I get to the car and I have to =

turn

=3D

>the bass=3D20

> down<BR>1 and trebl up 2 clicks to get it where it felt in the =

house.

=3D

>but it=3D20

> isn't<BR>only that, but in my control room, the mises sound clear, =

3=3D20

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

the

=3D

>

> presence area has been<BR>compressed and almost glassy in bad way, =

=3D

>Dirty=3D20

> Glassy, and somehow not as<BR>full range. So, the EQ thing bass =3D

>and=3D20

> treble would be understandable,, but<BR>this mushieness freaks me =

out,

=3D

>I=3D20

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

=3D

>I'll try=3D20

> the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice =

nods

=3D

>

> critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey =

is

=3D

>anyone=3D20

> running mixes through any mic pres? Anyone here have a=3D20

> 1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR>"Don Nafe" <<A =

=3D

>

> href=3D3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote:<BR>>My =

=3D

>first=3D20

> thought was "it's the room"<BR>><BR>>May I ask the room =3D  
>dimensions, the=3D20  
> approximate location of your speakers<BR>and <BR>>acoustic=3D20  
> treatment?<BR>><BR>>DOn<BR>><BR>><BR>>"Cujo" <<A=3D20  
> =3D  
=  
>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
dio=3D  
>.com</A>>=3D20  
> wrote in message=3D20  
> <BR>>news:4532b8eb\$1@linux...<BR>>><BR>>><BR>>> =3D  
>Ok, It is=3D20  
> finally start to get to me.<BR>>> My mixes in Paris have always =3D  
>sounded=3D20  
> murky and bass heavy and lack punch,<BR>>> outside my room, And =3D  
>they=3D20  
> sound slamming inside the room.<BR>>> First I got an externeal =3D  
>clock,=3D20  
> then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =3D  
>then new=3D20  
> Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>>> =3D  
>the Paris=3D20  
> bounce?<BR>>> Is it the dithering in CEP? what are you guys =3D  
>doing..I=3D20  
> mean really it<BR><BR>>> sounds<BR>>> like a totally =3D  
>different mix=3D20  
> to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>  
><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>and=3D20  
>you?<BR><A=3D20  
=  
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
fer=3D  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>

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

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =

charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

```
</HEAD>
<BODY bgColor=#ffffff>
<DIV><FONT face=Arial size=2>Cujo,</FONT></DIV>
<DIV><FONT face=Arial size=2>This is probably a different topic but =
.. =20
</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>I was kidding - kinda.&nbsp;</FONT> I almost =
never dither=20
with the harder music/pop/rock</FONT></DIV>
<DIV><FONT face=Arial size=2>high level stuff.&nbsp;</FONT> I do give =
mastering houses=20
24bit mixes and expect them</FONT></DIV>
<DIV><FONT face=Arial size=2>to do it right.&nbsp;</FONT> Have you made a =
comparison CD=20
with a 24bit 2 mix file</FONT></DIV>
<DIV><FONT face=Arial size=2>that's been truncated in Paris vs. =
dithered in=20
CEP?&nbsp;</FONT> You might be surprised</FONT></DIV>
<DIV><FONT face=Arial size=2>if your work is highly compressed and =
virtually=20
radio ready.&nbsp;</FONT> Jazz, acoustic</FONT></DIV>
<DIV><FONT face=Arial size=2>and classical is different for =
sure.</FONT></DIV>
<DIV><FONT face=Arial size=2>Tom</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Cujo" &lt;<A=20
  =
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com</A>&gt;=20
  wrote in message <A=20
  =
href=3D"news:4532f6a0$1 @linux">news:4532f6a0$1 @linux</A>...</DIV><BR><BR>=
yes for=20
  my reference CD's. am I missing something?<BR><BR><BR>"Tom Bruhl" =
&lt;<A=20
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;<BR>&gt;<BR>&gt;You dither huh? . . .<BR>&gt;&nbsp;</BR>&gt; =
"Cujo"=20
  &lt;<A=20
  =
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com</A>&gt;=20
  wrote in message=20
  =
```

=3D<BR>&gt;news:4532d7e6\$1 @linux...<BR>&gt;<BR>&gt;<BR>&gt;&nbsp;=&nbsp;=20  
It's=20  
really hard to describe, it has to be the room, but somewhere=20  
in<BR>=3D<BR>&gt;the<BR>&gt;&nbsp; balance of bass and treble it seems =  
that it=20  
is pretty dang close in my<BR>=3D<BR>&gt;room<BR>&gt;&nbsp; to the =  
reference=20  
CD's but I get to the car and I have to turn the=20  
bass<BR>=3D<BR>&gt;down<BR>&gt;&nbsp; 1 and trebl up 2 clicks to get =  
it where it=20  
felt in the house. but it =3D<BR>&gt;isn't<BR>&gt;&nbsp; only that, =  
but in my=20  
control room, the mises sound clear, 3 =3D<BR>&gt;dimentional =  
and<BR>&gt;&nbsp;=20  
"airy" but the CD burns sound almost hazy, like the presence area=20  
has<BR>=3D<BR>&gt;been<BR>&gt;&nbsp; compressed and almost glassy in =  
bad way,=20  
Dirty Glassy, and somehow not<BR>=3D<BR>&gt;as<BR>&gt;&nbsp; full =  
range.&nbsp;=20  
So, the EQ thing bass and treble would be =3D<BR>&gt;understandable,,=20  
but<BR>&gt;&nbsp; this mushieness freaks me out, I really wonder if it =  
my=20  
conversion to<BR>=3D<BR>&gt;16<BR>&gt;&nbsp; bit, or somehting else, =  
I'll try=20  
the Wavelab dither tomorrow.<BR>&gt;<BR>&gt;&nbsp; my stuff still gets =  
some=20  
nice nods critically, but it is not how I =3D<BR>&gt;want =  
it<BR>&gt;&nbsp; to=20  
sound!<BR>&gt;<BR>&gt;<BR>&gt;&nbsp; hey is anyone running mixes =  
through any=20  
mic pres? Anyone here have a =3D<BR>&gt;1968ME<BR>&gt;&nbsp;=20  
=  
compressor?<BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt; <BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt;=  
&nbsp;=20  
"Don Nafe" &lt;<A =  
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;My first thought was "it's the =  
room"<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;May I ask the room dimensions, the approximate =  
location=20  
of your =3D<BR>&gt;speakers<BR>&gt;&nbsp; and=3D20<BR>&gt;&nbsp; =  
&gt;acoustic=20  
treatment?<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;DOn<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;"Cujo" &lt;<A=20  
=  
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
..com</A>&gt;=20  
wrote in message=3D20<BR>&gt;&nbsp; =

&gt;news:4532b8eb\$1 @linux...<BR>&gt;&nbsp;=20  
 &gt;&gt;<BR>&gt;&nbsp; &gt;&gt;<BR>&gt;&nbsp; &gt;&gt; Ok, It is =  
 finally start=20  
 to get to me.<BR>&gt;&nbsp; &gt;&gt; My mixes in Paris have always =  
 sounded=20  
 murky and bass heavy and lack<BR>=3D<BR>&gt;punch,<BR>&gt;&nbsp; =  
 &gt;&gt;=20  
 outside my room, And they sound slamming inside the =  
 room.<BR>&gt;&nbsp;=20  
 &gt;&gt; First I got an external clock, then a UAD 1 card, then =  
 treated=20  
 my<BR>=3D<BR>&gt;room<BR>&gt;&nbsp; in<BR>&gt;&nbsp; &gt;&gt; a mega =  
 way, then=20  
 new Dynaudio BM15s then another UAD with the =3D<BR>&gt;1073.. =  
 ls<BR>&gt;&nbsp;=20  
 it<BR>&gt;&nbsp; &gt;&gt; the Paris bounce?<BR>&gt;&nbsp; &gt;&gt; ls =  
 it the=20  
 dithering in CEP? what are you guys doing..I mean=20  
 really<BR>=3D<BR>&gt;it<BR>&gt;<BR>&gt;&nbsp; &gt;&gt; =  
 sounds<BR>&gt;&nbsp;=20  
 &gt;&gt; like a totally different mix to =  
 me...ARRRRGGHHH=3D20<BR>&gt;&nbsp;=20  
 &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;<BR>&gt;<BR>&gt;I choose Polesoft =  
 Lockspam to=20  
 fight spam, and =  
 you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;=20  
 <BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
 Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20  
 http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
 =3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =  
 content=3D3D"MSHTML=20  
 6.00.2800.1400"=20  
 =  
 name=3D3DGENERATOR&gt;<BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=20  
 D&gt;<BR>&gt;&lt;BODY=20  
 bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =  
 size=3D3D2&gt;You=20  
 dither huh? . .=20  
 =  
 ..&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;BLOCKQUOTE=3D20 <BR>&gt;style=3D3D"P=20  
 ADDING-RIGHT:=20  
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: =  
 #000000 2px=20  
 solid; MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; &lt;DIV&gt;"Cujo"=20  
 &lt;&lt;A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D"<A=20  
 =  
 href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
 '>mailto:chris@nospamapplemanstudio.com"&gt;chris@nospamapplemanstudio</A=

wrote in message [news:4532d7e6\\$1@linux](#)...  
 really hard to describe, it has to be the room, but somewhere  
 the balance of bass and treble it seems =  
 that it is pretty dang close in my room  
 reference CD's but I get to the car and I have to =  
 turn bass down 1 and treble up 2 clicks to get =  
 it where it felt in the house.  
 isn't that, but in my control room, the mises sound clear, =  
 3 dimensional and "airy" but the CD burns sound almost hazy, =  
 like the presence area has =  
 been compressed and almost glassy in bad way, Dirty Glassy, =  
 and somehow not as full range. So, the EQ thing bass =  
 and treble would be understandable, =  
 but this mushieness freaks me =  
 out, I really wonder if it my conversion to 16 bit, or somehting =  
 else, I'll try the Wavelab dither =  
 tomorrow. my stuff still gets some nice =  
 nods critically, but it is not how I want =  
 it to sound! hey =  
 is anyone running mixes through any =  
 mic pres?  
 Anyone here have a compressor? ;  
 =  
 1968ME compressor? ;  
 "Don Nafe" &A href="#">news:4532d7e6\$1@linux  
 =  
[dnafe@magma.ca](mailto:dnafe@magma.ca)  
 wrote: My first thought was =  
 "it's the

room" &lt;BR>&gt;&lt;BR>&gt;May I ask the room =  
=3D<BR>&gt;dimensions,=20  
the=3D20<BR>&gt;&nbsp; approximate location of your =  
speakers&lt;BR>&gt;and=20  
&lt;BR>&gt;acoustic=3D20<BR>&gt;&nbsp;=20  
=  
treatment?&lt;BR>&gt;&lt;BR>&gt;g t;DOn&lt;BR>&gt;&lt;BR>&gt;&amp;nbsp;lt;=  
BR&gt;&gt;"Cujo"=20  
&lt;&lt;A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;href=3D3D"<A=20  
=  
href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
'>mailto:chris@nospamapplemanstudio.com"&gt;chris@nospamapplemanstudio</A=  
>=3D<BR>&gt;.com&lt;/A&gt;&gt;=3D20<BR>&gt;&nbsp;=20  
wrote in message=3D20<BR>&gt;&nbsp;=20  
=  
&lt;BR>&gt;&gt;news:4532b8eb\$1@linux... &lt;BR>&gt;&gt;&lt;BR>&gt; &gt;=  
&lt;BR>&gt;&gt;&gt;=20  
=3D<BR>&gt;Ok, It is=3D20<BR>&gt;&nbsp; finally start to get to=20  
me.&lt;BR>&gt;&gt;&gt; My mixes in Paris have always=20  
=3D<BR>&gt;sounded=3D20<BR>&gt;&nbsp; murky and bass heavy and lack=20  
punch,&lt;BR>&gt;&gt;&gt; outside my room, And =  
=3D<BR>&gt;they=3D20<BR>&gt;&nbsp;=20  
sound slamming inside the room.&lt;BR>&gt;&gt;&gt; First I got an =  
externeal=20  
=3D<BR>&gt;clock,=3D20<BR>&gt;&nbsp; then a UAD 1 card, then treated =  
my=20  
room&lt;BR>&gt;in&lt;BR>&gt;&gt;&gt; a mega way, =3D<BR>&gt;then=20  
new=3D20<BR>&gt;&nbsp; Dynaudio BM15s then another UAD with the 1073.. =  
  
Is&lt;BR>&gt;it&lt;BR>&gt;&gt;&gt; =3D<BR>&gt;the =  
Paris=3D20<BR>&gt;&nbsp;=20  
bounce?&lt;BR>&gt;&gt;&gt; Is it the dithering in CEP? what are you =  
guys=20  
=3D<BR>&gt;doing..l=3D20<BR>&gt;&nbsp; mean really =  
it&lt;BR>&gt;&lt;BR>&gt;&gt;&gt;=20  
sounds&lt;BR>&gt;&gt;&gt; like a totally =3D<BR>&gt;different=20  
mix=3D20<BR>&gt;&nbsp; to me...ARRRRGGHHH=20  
=  
&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;&lt; /BLOCKQUOTE&gt; <BR>&gt;&lt;DIV&gt;&lt;FON=  
T=20  
size=3D3D2&gt;&lt;BR>&gt;&lt;BR>&gt;I choose Polesoft Lockspam to fight =  
spam,=20  
=  
=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR>&gt;&lt;A=3D20 <BR>&gt;href=3D3D"<A=20  
=  
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
'>http://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/refer</A=  
>=3D<BR>&gt;.html&lt;/A&gt;=20

=  
&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&gt; t;&lt;/HTML&gt; <BR>&gt;<BR>&gt;</BLOC=  
KQUOTE></BODY></HTML>

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

---

---

Subject: Re: Loosing m mind  
Posted by [cujo](#) on Mon, 16 Oct 2006 15:19:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

I'll try that today.

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

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

>  
>  
>Cujo,  
>This is probably a different topic but . . .  
>  
>I was kidding - kinda. I almost never dither with the harder =  
>music/pop/rock  
>high level stuff. I do give mastering houses 24bit mixes and expect =  
>them  
>to do it right. Have you made a comparison CD with a 24bit 2 mix file  
>that's been truncated in Paris vs. dithered in CEP? You might be =  
>surprised  
>if your work is highly compressed and virtually radio ready. Jazz, =  
>acoustic  
>and classical is different for sure.  
>Tom  
>  
> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>news:4532f6a0\$1@linux...  
>  
>  
> yes for my reference CD's. am I missing something?  
>  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:



> >  
> >  
> > You dither huh? . . .  
> > "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D  
> >news:4532d7e6\$1@linux...  
> >  
> >  
> >  
> > It's really hard to describe, it has to be the room, but somewhere  
=  
>in  
> =3D  
> >the  
> > balance of bass and treble it seems that it is pretty dang close in  
=  
>my  
> =3D  
> >room  
> > to the reference CD's but I get to the car and I have to turn the =  
>bass  
> =3D  
> >down  
> > 1 and trebl up 2 clciks to get it where it felt in the house. but =  
>it =3D  
> >isn't  
> > only that, but in my control room, the mises sound clear, 3 =3D  
> >dimensional and  
> > "airy" but the CD burns sound almost hazy, like the presence area =  
>has  
> =3D  
> >been  
> > compressed and almost glassy in bad way, Dirty Glassy, and somehow  
=  
>not  
> =3D  
> >as  
> > full range. So, the EQ thing bass and treble would be =3D  
> >understandable,, but  
> > this mushieness freaks me out, I really wonder if it my conversion  
=  
>to  
> =3D  
> >16  
> > bit, or somehting else, I'll try the Wavelab dither tomorrow.  
> >  
> > my stuff still gets some nice nods critically, but it is not how I  
=  
>=3D

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

> > >> the Paris bounce?  
> > >> Is it the dithering in CEP? what are you guys doing..I mean =  
>really  
> =3D  
> >it  
> >  
> > >> sounds  
> > >> like a totally different mix to me...ARRRRGGHHH=3D20  
> > >  
> > >  
> >  
> >  
> >I choose Polesoft Lockspam to fight spam, and you?  
> >http://www.polesoft.com/refer.html =20  
> >  
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
> ><HTML><HEAD>  
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D  
> >charset=3D3Diso-8859-1">  
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>  
> ><STYLE></STYLE>  
> ></HEAD>  
> ><BODY bgColor=3D3D#ffffff>  
> ><DIV><FONT face=3D3DArial size=3D3D2>You dither huh? . . =  
>.</FONT></DIV>  
> ><BLOCKQUOTE=3D20  
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>=3D  
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> > <DIV>"Cujo" <<A=3D20  
> > =3D  
> =  
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
>dio=3D  
> >.com</A>>=3D20  
> > wrote in message <A=3D20  
> > =3D  
> =  
>>href=3D3D"news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV><BR><=  
>BR>=3D  
> ><BR>It's=3D20  
> > really hard to describe, it has to be the room, but somewhere =  
>in=3D20  
> > the<BR>balance of bass and treble it seems that it is pretty dang =  
>=3D  
> >close in my=3D20  
> > room<BR>to the reference CD's but I get to the car and I have to =  
>turn



> > approximate location of your speakers<BR>and <BR>>acoustic=3D20  
> > treatment?<BR>><BR>>DOn<BR>><BR>><BR>>"Cujo" <A=3D20  
> > =3D  
> =  
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
>dio=3D  
> >.com</A>>=3D20  
> > wrote in message=3D20  
> > <BR>>news:4532b8eb\$1@linux...<BR>>><BR>>><BR>>> =3D  
> >Ok, It is=3D20  
> > finally start to get to me.<BR>>> My mixes in Paris have always =3D  
> >sounded=3D20  
> > murky and bass heavy and lack punch,<BR>>> outside my room, And =3D  
> >they=3D20  
> > sound slamming inside the room.<BR>>> First I got an externeal =3D  
> >clock,=3D20  
> > then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =3D  
> >then new=3D20  
> > Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>>> =3D  
> >the Paris=3D20  
> > bounce?<BR>>> Is it the dithering in CEP? what are you guys =3D  
> >doing..I=3D20  
> > mean really it<BR><BR>>> sounds<BR>>> like a totally =3D  
> >different mix=3D20  
> > to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>  
> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>spam, =3D  
> >and=3D20  
> >you?<BR><A=3D20  
> =  
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
>fer=3D  
> >.html</A> </FONT></DIV></BODY></HTML>  
> >  
> >  
>  
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
><HTML><HEAD>  
><META http-equiv=3DContent-Type content=3D"text/html; =  
>charset=3Diso-8859-1">  
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
><BODY bgColor=3D#ffffff>  
><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>This is probably a different topic but  
=</DIV>  
>. .=20

>.</FONT></DIV>

>never dither=20

>with the harder music/pop/rock</FONT></DIV>

>mastering houses=20

>24bit mixes and expect them</FONT></DIV>

>comparison CD=20

>with a 24bit 2 mix file</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>that's been truncated in Paris vs. =

>dithered in=20

><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =

>virtually=20

><DIV><FONT face=3DArial size=3D2>and classical is different for =

>sure.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20

>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Cujo" <<A=20

> =

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

>.com</A>>=20

> wrote in message <A=20

> =

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

>yes for=20

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

><<A=20

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

>"Cujo"=20

> <<A=20

> =

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

>.com</A>>=20

> wrote in message=20

> =

> It's=20

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

>that it=20

>reference=20

> CD's but I get to the car and I have to turn the=20

>it where it=20

>but in my=20

> control room, the mises sound clear, 3 =3D<BR>>dimensional =

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

>bad way,=20

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

>my=20

>I'll try=20

>some=20

> nice nods critically, but it is not how I =3D<BR>>want =

>through any=20

> =

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

> "Don Nafe" <<A =

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

>location=20

>>acoustic=20

> =

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

>.com</A>>=20

>finally start=20

>sounded=20

>>=20  
> outside my room, And they sound slamming inside the =

> >> First I got an external clock, then a UAD 1 card, then =  
>treated=20

>way, then=20  
> new Dynaudio BM15s then another UAD with the =3D<BR>>1073.. =

>it the=20  
> dithering in CEP? what are you guys doing..I mean=20

> >> like a totally different mix to =

>Lockspam to=20  
> fight spam, and =

> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20  
> http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
> =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =  
>content=3D3D"MSHTML=20  
> 6.00.2800.1400"=20  
> =  
>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=  
>D><BR>><BODY=20  
> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =  
>size=3D3D2>You=20  
> dither huh? . .=20  
> =  
>.</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"P=  
>ADDING-RIGHT:=20  
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: =  
>#000000 2px=20

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

> =  
>href=3D'news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV><BR><BR'=  
>>news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV>=>



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

>that it=20

>room<BR>to the=20

> reference CD's but I get to the car and I have to =

>turn<BR>=3D<BR>>the=20

>it where it=20

>isn't<BR>only=20

> that, but in my control room, the mises sound clear, =

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

>like=20

>been<BR>compressed and=20

>and somehow=20

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

> but<BR>this mushieness freaks me =

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

>else,=20

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

>

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

>mic pres?=20

> =

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

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

> =

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

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

>"it's the=20

> room"<BR>><BR>>May I ask the room =

>=3D<BR>>dimensions,=20

>speakers<BR>and=20

> =  
>treatment?<BR>><BR>>DOn<BR>><BR>><= <BR>>>"Cujo"=20

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

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

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

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

> sound slamming inside the room.<BR>>> First I got an = <BR>>>=20

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

> <BR>>>=3D<BR>>the =

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

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

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

> =  
>=3D<BR>>>and=3D20<BR>>>you?<BR>><A=3D20<BR>>>href=3D3D" <A=20  
> =  
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>=3D<BR>>>.html</A>=20

> =  
></FONT></DIV></BODY></HTML><BR>>><BR>>></BLOC=  
>KQUOTE></BODY></HTML>  
>  
>

---

---

Subject: Re: Loosing m mind

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

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

---

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

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

It was well worth it, BTW.

Deej

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

>

>

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

>

> I'll try that today.

>

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

>

>

>

>

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

> >

> >

> >Cujo,

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

> >

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

> >music/pop/rock

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

> >them

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

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

> >surprised

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

> >acoustic

> >and classical is different for sure.

> >Tom

> >

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

> >news:4532f6a0\$1@linux...  
> >  
> >  
> > yes for my reference CD's. am I missing something?  
> >  
> >  
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> > >  
> > >  
> > >You dither huh? . . .  
> > > "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D  
> > >news:4532d7e6\$1@linux...  
> > >  
> > >  
> > >  
> > > It's really hard to describe, it has to be the room, but somewhere  
> =  
> >in  
> > =3D  
> > >the  
> > > balance of bass and treble it seems that it is pretty dang close in  
> =  
> >my  
> > =3D  
> > >room  
> > > to the reference CD's but I get to the car and I have to turn the =  
> > >bass  
> > =3D  
> > >down  
> > > 1 and trebl up 2 clciks to get it where it felt in the house. but =  
> > >it =3D  
> > >isn't  
> > > only that, but in my control room, the mises sound clear, 3 =3D  
> > >dimensional and  
> > > "airy" but the CD burns sound almost hazy, like the presence area =  
> > >has  
> > =3D  
> > >been  
> > > compressed and almost glassy in bad way, Dirty Glassy, and somehow  
> =  
> >not  
> > =3D  
> > >as  
> > > full range. So, the EQ thing bass and treble would be =3D  
> > >understandable,, but  
> > > this mushieness freaks me out, I really wonder if it my conversion  
> =  
> >to

> > =3D  
> > >16  
> > > bit, or somehting else, I'll try the Wavelab dither tomorrow.  
> > >  
> > > my stuff still gets some nice nods critically, but it is not how I  
> =  
> >=3D  
> > >want it  
> > > to sound!  
> > >  
> > >  
> > > hey is anyone running mixes through any mic pres? Anyone here have  
> =  
> >a =3D  
> > >1968ME  
> > > compressor?  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > > "Don Nafe" <dnafe@magma.ca> wrote:  
> > > >My first thought was "it's the room"  
> > > >  
> > > >May I ask the room dimensions, the approximate location of your =  
> >=3D  
> > >speakers  
> > > and=3D20  
> > > >acoustic treatment?  
> > > >  
> > > >DOn  
> > > >  
> > > >  
> > > >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20  
> > > >news:4532b8eb\$1@linux...  
> > > >>  
> > > >>  
> > > >> Ok, It is finally start to get to me.  
> > > >> My mixes in Paris have always sounded murky and bass heavy and =  
> >lack  
> > =3D  
> > >punch,  
> > > >> outside my room, And they sound slamming inside the room.  
> > > >> First I got an externeal clock, then a UAD 1 card, then treated  
> =  
> >my

```

> > =3D
> > >room
> > > in
> > > >> a mega way, then new Dynaudio BM15s then another UAD with the =
> >=3D
> > >1073.. ls
> > > it
> > > >> the Paris bounce?
> > > >> Is it the dithering in CEP? what are you guys doing..I mean =
> >really
> > =3D
> > >it
> > >
> > > >> sounds
> > > >> like a totally different mix to me...ARRRRRGGHHH=3D20
> > > >
> > > >
> > > >
> > > >
> > >I choose Polesoft Lockspam to fight spam, and you?
> > >http://www.polesoft.com/refer.html =20
> > >
> > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > ><HTML><HEAD>
> > ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> > >charset=3D3Diso-8859-1">
> > ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>
> > ><BODY bgColor=3D3D#ffffff>
> > ><DIV><FONT face=3D3DArial size=3D3D2>You dither huh? . . =
> >.</FONT></DIV>
> > ><BLOCKQUOTE=3D20
> > >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >=3D
> > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Cujo" <<A=3D20
> > > =3D
> > =
>
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
> >dio=3D
> > >.com</A>>=3D20
> > > wrote in message <A=3D20
> > > =3D
> > =
>
>>href=3D3D"news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><=

```

> >BR>=3D  
> > ><BR>It's=3D20  
> > > really hard to describe, it has to be the room, but somewhere =  
> >in=3D20  
> > > the<BR>balance of bass and treble it seems that it is pretty dang =  
> >=3D  
> > >close in my=3D20  
> > > room<BR>to the reference CD's but I get to the car and I have to =  
> >turn  
> > =3D  
> > >the bass=3D20  
> > > down<BR>1 and trebl up 2 clicks to get it where it felt in the =  
> >house.  
> > =3D  
> > >but it=3D20  
> > > isn't<BR>only that, but in my control room, the mises sound clear,  
> =  
> >3=3D20  
> > > dimentional and<BR>"airy" but the CD burns sound almost hazy, like  
> =  
> >the  
> > =3D  
> > >  
> > > presence area has been<BR>compressed and almost glassy in bad way,  
> =  
> >=3D  
> > >Dirty=3D20  
> > > Glassy, and somehow not as<BR>full range. So, the EQ thing bass =3D  
> > >and=3D20  
> > > treble would be understandable,, but<BR>this mushieness freaks me =  
> >out,  
> > =3D  
> > >l=3D20  
> > > really wonder if it my conversion to 16<BR>bit, or somehting else,  
> =  
> >=3D  
> > >l'll try=3D20  
> > > the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice =  
> >nods  
> > =3D  
> > >  
> > > critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey  
> =  
> >is  
> > =3D  
> > >anyone=3D20  
> > > running mixes through any mic pres? Anyone here have a=3D20  
> > > 1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR><BR>>"Don Nafe" <<A

> =  
> >=3D  
> > >  
> > > href=3D3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote:<BR>>My  
> =  
> >=3D  
> > >first=3D20  
> > > thought was "it's the room"<BR>><BR>>May I ask the room =3D  
> > >dimensions, the=3D20  
> > > approximate location of your speakers<BR>and <BR>>acoustic=3D20  
> > > treatment?<BR>><BR>>DOn<BR>><BR>><BR>>"Cujo" <<A=3D20  
> > > =3D  
> > =  
>  
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
> >dio=3D  
> > >.com</A>>=3D20  
> > > wrote in message=3D20  
> > > <BR>>news:4532b8eb\$1@linux...<BR>>><BR>>><BR>>> =3D  
> > >Ok, It is=3D20  
> > > finally start to get to me.<BR>>> My mixes in Paris have always =3D  
> > >sounded=3D20  
> > > murky and bass heavy and lack punch,<BR>>> outside my room, And =3D  
> > >they=3D20  
> > > sound slamming inside the room.<BR>>> First I got an externeal =3D  
> > >clock,=3D20  
> > > then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =3D  
> > >then new=3D20  
> > > Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>>> =3D  
> > >the Paris=3D20  
> > > bounce?<BR>>> Is it the dithering in CEP? what are you guys =3D  
> > >doing..I=3D20  
> > > mean really it<BR><BR>>> sounds<BR>>> like a totally =3D  
> > >different mix=3D20  
> > > to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>  
> > ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
> >spam, =3D  
> > >and=3D20  
> > >you?<BR><A=3D20  
> > =  
>  
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
> >fer=3D  
> > >.html</A> </FONT></DIV></BODY></HTML>  
> > >  
> > >  
> >  
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">



```
> ><HTML><HEAD>
> ><META http-equiv=3DContent-Type content=3D"text/html; =
> > charset=3Diso-8859-1">
> ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>This is probably a different topic but
> =
> >. =20
> ></FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> ><DIV><FONT face=3DArial size=3D2>I was kidding - kinda. I almost =
> > never dither=20
> >with the harder music/pop/rock</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>high level stuff. I do give =
> > mastering houses=20
> >24bit mixes and expect them</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>to do it right. Have you made a =
> > comparison CD=20
> >with a 24bit 2 mix file</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>that's been truncated in Paris vs. =
> > dithered in=20
> >CEP? You might be surprised</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =
> > virtually=20
> >radio ready. Jazz, acoustic</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>and classical is different for =
> > sure.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> ><BLOCKQUOTE=20
> > style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> > BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Cujo" <<A=20
> > =
>
> href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
> >.com</A>>=20
> > wrote in message <A=20
> > =
>
> href=3D"news:4532f6a0$1 @linux">news:4532f6a0$1 @linux</A>...</DIV><BR><BR>=
> >yes for=20
> > my reference CD's. am I missing something?<BR><BR><BR>"Tom Bruhl" =
> ><<A=20
> > href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20
```

> > wrote:<BR>><BR>><BR>>You dither huh? . . .<BR>> =  
> >"Cujo"=20  
> > <<A=20  
> > =  
>  
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
> >.com</A>>=20  
> > wrote in message=20  
> > =  
> >=3D<BR>>news:4532d7e6\$1@linux...<BR>><BR>><BR>><BR>> =  
> > It's=20  
> > really hard to describe, it has to be the room, but somewhere=20  
> > in<BR>=3D<BR>>the<BR>> balance of bass and treble it seems =  
> >that it=20  
> > is pretty dang close in my<BR>=3D<BR>>room<BR>> to the =  
> >reference=20  
> > CD's but I get to the car and I have to turn the=20  
> > bass<BR>=3D<BR>>down<BR>> 1 and trebl up 2 clicks to get =  
> >it where it=20  
> > felt in the house. but it =3D<BR>>isn't<BR>> only that, =  
> >but in my=20  
> > control room, the mises sound clear, 3 =3D<BR>>dimentional =  
> >and<BR>> =20  
> > "airy" but the CD burns sound almost hazy, like the presence area=20  
> > has<BR>=3D<BR>>been<BR>> compressed and almost glassy in =  
> >bad way,=20  
> > Dirty Glassy, and somehow not<BR>=3D<BR>>as<BR>> full =  
> >range. =20  
> > So, the EQ thing bass and treble would be =3D<BR>>understandable,,=20  
> > but<BR>> this mushieness freaks me out, I really wonder if it =  
> >my=20  
> > conversion to<BR>=3D<BR>>16<BR>> bit, or somehting else, =  
> >I'll try=20  
> > the Wavelab dither tomorrow.<BR>><BR>> my stuff still gets =  
> >some=20  
> > nice nods critically, but it is not how I =3D<BR>>want =  
> >it<BR>> to=20  
> > sound!<BR>><BR>><BR>> hey is anyone running mixes =  
> >through any=20  
> > mic pres? Anyone here have a =3D<BR>>1968ME<BR>> =20  
> > =  
> >compressor?<BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>>&g=  
> >t; =20  
> > "Don Nafe" <<A =  
> >href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20  
> > wrote:<BR>> >My first thought was "it's the =  
> >room"<BR>> =20  
> > ><BR>> >May I ask the room dimensions, the approximate =

> >location=20  
 > > of your =3D<BR>>speakers<BR>> and=3D20<BR>> =  
 > >>acoustic=20  
 > > treatment?<BR>> ><BR>> >DOn<BR>> =20  
 > > ><BR>> ><BR>> >"Cujo" <<A=20  
 > > =  
 >  
 >>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
 > >.com</A>>=20  
 > > wrote in message=3D20<BR>> =  
 > >>news:4532b8eb\$1@linux...<BR>> =20  
 > > ><BR>> ><BR>> >> Ok, It is =  
 > >finally start=20  
 > > to get to me.<BR>> >> My mixes in Paris have always =  
 > >sounded=20  
 > > murky and bass heavy and lack<BR>=3D<BR>>punch,<BR>> =  
 > >>>=20  
 > > outside my room, And they sound slamming inside the =  
 > >room.<BR>> =20  
 > > >> First I got an external clock, then a UAD 1 card, then =  
 > >treated=20  
 > > my<BR>=3D<BR>>room<BR>> in<BR>> >> a mega =  
 > >way, then=20  
 > > new Dynaudio BM15s then another UAD with the =3D<BR>>1073.. =  
 > >ls<BR>> =20  
 > > it<BR>> >> the Paris bounce?<BR>> >> ls =  
 > >it the=20  
 > > dithering in CEP? what are you guys doing..I mean=20  
 > > really<BR>=3D<BR>>it<BR>><BR>> >> =  
 > >sounds<BR>> =20  
 > > >> like a totally different mix to =  
 > >me...ARRRRGGHHH=3D20<BR>> =20  
 > > ><BR>> ><BR>><BR>><BR>>I choose Polesoft =  
 > >Lockspam to=20  
 > > fight spam, and =  
 > >you?<BR>>http://www.polesoft.com/refer.html =20  
 > > <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
 > > Transitional//EN"><BR>><HTML><HEAD><BR>><META=20  
 > > http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
 > > =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =  
 > >content=3D3D"MSHTML=20  
 > > 6.00.2800.1400"=20  
 > > =  
 > >name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=  
 > >D><BR>><BODY=20  
 > > bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =  
 > >size=3D3D2>You=20  
 > > dither huh? . . =20

> > =  
> > .</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"P=  
> > ADDING-RIGHT:=20  
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: =  
> > #000000 2px=20  
> > solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"Cujo"=20  
> > <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
> > =  
>  
> href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
> >'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=  
> >>=3D<BR>>.com</A>>=3D20<BR>> =20  
> > wrote in message <A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
> > =  
>  
> href=3D'news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV><BR><BR'=  
> >>news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV>=  
> ><BR><BR/<A>>=3D<BR>><BR>It's=3D20<BR>> =20  
> > really hard to describe, it has to be the room, but somewhere=20  
> > in=3D20<BR>> the<BR>balance of bass and treble it seems =  
> > that it=20  
> > is pretty dang =3D<BR>>close in my=3D20<BR>> =  
> > room<BR>to the=20  
> > reference CD's but I get to the car and I have to =  
> > turn<BR>=3D<BR>>the=20  
> > bass=3D20<BR>> down<BR>1 and trebl up 2 clicks to get =  
> > it where it=20  
> > felt in the house.<BR>=3D<BR>>but it=3D20<BR>> =  
> > isn't<BR>only=20  
> > that, but in my control room, the mises sound clear, =  
> > 3=3D20<BR>> =20  
> > dimentional and<BR>"airy" but the CD burns sound almost hazy, =  
> > like=20  
> > the<BR>=3D<BR>><BR>> presence area has =  
> > been<BR>compressed and=20  
> > almost glassy in bad way, =3D<BR>>Dirty=3D20<BR>> Glassy, =  
> > and somehow=20  
> > not as<BR>full range. So, the EQ thing bass=20  
> > =3D<BR>>and=3D20<BR>> treble would be understandable,,=20  
> > but<BR>this mushieness freaks me =  
> > out,<BR>=3D<BR>>I=3D20<BR>> =20  
> > really wonder if it my conversion to 16<BR>bit, or somehting =  
> > else,=20  
> > =3D<BR>>I'll try=3D20<BR>> the Wavelab dither=20  
> > tomorrow.<BR><BR>my stuff still gets some nice=20  
> > nods<BR>=3D<BR>><BR>> critically, but it is not how I want =  
> >  
> > it<BR>to sound!<BR><BR><BR>hey=20

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

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

---

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

---

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

DOn

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

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

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

>>it =3D  
>> >isn't  
>> > only that, but in my control room, the mises sound clear, 3 =3D  
>> >dimensional and  
>> > "airy" but the CD burns sound almost hazy, like the presence area =  
>>has  
>> =3D  
>> >been  
>> > compressed and almost glassy in bad way, Dirty Glassy, and somehow  
> =  
>>not  
>> =3D  
>> >as  
>> > full range. So, the EQ thing bass and treble would be =3D  
>> >understandable,, but  
>> > this mushieness freaks me out, I really wonder if it my conversion  
> =  
>>to  
>> =3D  
>> >16  
>> > bit, or somehting else, I'll try the Wavelab dither tomorrow.  
>> >  
>> > my stuff still gets some nice nods critically, but it is not how I  
> =  
>>=3D  
>> >want it  
>> > to sound!  
>> >  
>> >  
>> > hey is anyone running mixes through any mic pres? Anyone here have  
> =  
>>a =3D  
>> >1968ME  
>> > compressor?  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> > "Don Nafe" <dnafe@magma.ca> wrote:  
>> > >My first thought was "it's the room"  
>> > >  
>> > >May I ask the room dimensions, the approximate location of your =  
>>=3D  
>> >speakers  
>> > and=3D20



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

```

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

```

>> >l=3D20  
>> > really wonder if it my conversion to 16<BR>bit, or somehting else,  
> =  
>>=3D  
>> >l'll try=3D20  
>> > the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice =  
>>nods  
>> =3D  
>> >  
>> > critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey  
> =  
>>is  
>> =3D  
>> >anyone=3D20  
>> > running mixes through any mic pres? Anyone here have a=3D20  
>> > 1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR> >"Don Nafe" <<A  
> =  
>>=3D  
>> >  
>> > href=3D3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote:<BR>>My  
> =  
>>=3D  
>> >first=3D20  
>> > thought was "it's the room"<BR>><BR>>May I ask the room =3D  
>> >dimensions, the=3D20  
>> > approximate location of your speakers<BR>and <BR>>acoustic=3D20  
>> > treatment?<BR>><BR>>DOn<BR>><BR>><BR>>"Cujo" <<A=3D20  
>> > =3D  
>> =  
>>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=  
>>dio=3D  
>> >.com</A>>=3D20  
>> > wrote in message=3D20  
>> > <BR>>news:4532b8eb\$1@linux...<BR>>><BR>>><BR>>> =3D  
>> >Ok, It is=3D20  
>> > finally start to get to me.<BR>>> My mixes in Paris have always =3D  
>> >sounded=3D20  
>> > murky and bass heavy and lack punch,<BR>>> outside my room, And =3D  
>> >they=3D20  
>> > sound slamming inside the room.<BR>>> First I got an externeal =3D  
>> >clock,=3D20  
>> > then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =3D  
>> >then new=3D20  
>> > Dynaudio BM15s then another UAD with the 1073.. Is<BR>it<BR>>> =3D  
>> >the Paris=3D20  
>> > bounce?<BR>>> Is it the dithering in CEP? what are you guys =3D  
>> >doing..l=3D20  
>> > mean really it<BR><BR>>> sounds<BR>>> like a totally =3D

```

>> >different mix=3D20
>> > to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>
>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam, =3D
>> >and=3D20
>> >you?<BR><A=3D20
>> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>fer=3D
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>> >
>>>!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>This is probably a different topic but
> =
>>. .=20
>>.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I was kidding - kinda. I almost =
>>never dither=20
>>with the harder music/pop/rock</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>high level stuff. I do give =
>>mastering houses=20
>>24bit mixes and expect them</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>to do it right. Have you made a =
>>comparison CD=20
>>with a 24bit 2 mix file</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>that's been truncated in Paris vs. =
>>dithered in=20
>>CEP? You might be surprised</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =
>>virtually=20
>>radio ready. Jazz, acoustic</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>and classical is different for =
>>sure.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

```

>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
>> <DIV>"Cujo" <<A=20  
>> =  
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>.com</A>>=20  
>> wrote in message <A=20  
>> =  
>>href=3D"news:4532f6a0\$1@linux">news:4532f6a0\$1@linux</A>...</DIV><BR><BR>=  
>>yes for=20  
>> my reference CD's. am I missing something?<BR><BR><BR>"Tom Bruhl" =  
>><<A=20  
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>> wrote:<BR>><BR>><BR>>You dither huh? . . .<BR>> =  
>>"Cujo"=20  
>> <<A=20  
>> =  
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>.com</A>>=20  
>> wrote in message=20  
>> =  
>>=3D<BR>>news:4532d7e6\$1@linux...<BR>><BR>><BR>><BR>> =  
>> It's=20  
>> really hard to describe, it has to be the room, but somewhere=20  
>> in<BR>=3D<BR>>the<BR>> balance of bass and treble it seems =  
>>that it=20  
>> is pretty dang close in my<BR>=3D<BR>>room<BR>> to the =  
>>reference=20  
>> CD's but I get to the car and I have to turn the=20  
>> bass<BR>=3D<BR>>down<BR>> 1 and trebl up 2 clicks to get =  
>>it where it=20  
>> felt in the house. but it =3D<BR>>isn't<BR>> only that, =  
>>but in my=20  
>> control room, the mises sound clear, 3 =3D<BR>>dimentional =  
>>and<BR>> =20  
>> "airy" but the CD burns sound almost hazy, like the presence area=20  
>> has<BR>=3D<BR>>been<BR>> compressed and almost glassy in =  
>>bad way,=20  
>> Dirty Glassy, and somehow not<BR>=3D<BR>>as<BR>> full =  
>>range. =20  
>> So, the EQ thing bass and treble would be =3D<BR>>understandable,,=20  
>> but<BR>> this mushieness freaks me out, I really wonder if it =  
>>my=20  
>> conversion to<BR>=3D<BR>>16<BR>> bit, or somehting else, =  
>>I'll try=20  
>> the Wavelab dither tomorrow.<BR>><BR>> my stuff still gets =  
>>some=20  
>> nice nods critically, but it is not how I =3D<BR>>want =  
>>it<BR>> to=20

>> sound!<BR>><BR>><BR>> hey is anyone running mixes =  
>>through any=20  
>> mic pres? Anyone here have a =3D<BR>>1968ME<BR>> =20  
>> =  
>>compressor?<BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>>&g=  
>>t; =20  
>> "Don Nafe" <<A =  
>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20  
>> wrote:<BR>> >My first thought was "it's the =  
>>room"<BR>> =20  
>> ><BR>> >May I ask the room dimensions, the approximate =  
>>location=20  
>> of your =3D<BR>>speakers<BR>> and=3D20<BR>> =  
>>>acoustic=20  
>> treatment?<BR>> ><BR>> >DOn<BR>> =20  
>> ><BR>> ><BR>> >"Cujo" <<A=20  
>> =  
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>.com</A>>=20  
>> wrote in message=3D20<BR>> =  
>>>news:4532b8eb\$1@linux...<BR>> =20  
>> >><BR>> >><BR>> >> Ok, It is =  
>>finally start=20  
>> to get to me.<BR>> >> My mixes in Paris have always =  
>>sounded=20  
>> murky and bass heavy and lack<BR>=3D<BR>>punch,<BR>> =  
>>>=20  
>> outside my room, And they sound slamming inside the =  
>>room.<BR>> =20  
>> >> First I got an externeal clock, then a UAD 1 card, then =  
>>treated=20  
>> my<BR>=3D<BR>>room<BR>> in<BR>> >> a mega =  
>>way, then=20  
>> new Dynaudio BM15s then another UAD with the =3D<BR>>1073.. =  
>>ls<BR>> =20  
>> it<BR>> >> the Paris bounce?<BR>> >> ls =  
>>it the=20  
>> dithering in CEP? what are you guys doing..I mean=20  
>> really<BR>=3D<BR>>it<BR>><BR>> >> =  
>>sounds<BR>> =20  
>> >> like a totally different mix to =  
>>me...ARRRRGGHHH=3D20<BR>> =20  
>> ><BR>> ><BR>><BR>><BR>>I choose Polesoft =  
>>Lockspam to=20  
>> fight spam, and =  
>>you?<BR>>http://www.polesoft.com/refer.html =20  
>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20

```

>> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
>> =3D<BR>> charset=3D3D"iso-8859-1"><BR>><META =
>> content=3D3D"MSHTML=20
>> 6.00.2800.1400"=20
>> =
>> name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>> D><BR>><BODY=20
>> bgcolor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>> size=3D3D2>You=20
>> dither huh? . .=20
>> =
>> .</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>> style=3D3D"P=
>> ADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>> BORDER-LEFT: =
>> #000000 2px=20
>> solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"Cujo"=20
>> <<A=3D20<BR>> =3D<BR>> href=3D3D"<A=20
>> =
>> href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>> 'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=
>> =3D<BR>>.com</A>=3D20<BR>> =20
>> wrote in message <A=3D20<BR>> =3D<BR>> href=3D3D"<A=20
>> =
>> href=3D'news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><BR'=
>>>news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV>=
>><BR><BR/>=3D<BR>><BR>It's=3D20<BR>> =20
>> really hard to describe, it has to be the room, but somewhere=20
>> in=3D20<BR>> the<BR>balance of bass and treble it seems =
>> that it=20
>> is pretty dang =3D<BR>> close in my=3D20<BR>> =
>> room<BR>to the=20
>> reference CD's but I get to the car and I have to =
>> turn<BR>=3D<BR>> the=20
>> bass=3D20<BR>> down<BR>1 and trebl up 2 clicks to get =
>> it where it=20
>> felt in the house.<BR>=3D<BR>> but it=3D20<BR>> =
>> isn't<BR>only=20
>> that, but in my control room, the mises sound clear, =
>> 3=3D20<BR>> =20
>> dimensional and<BR>"airy" but the CD burns sound almost hazy, =
>> like=20
>> the<BR>=3D<BR>><BR>> presence area has =
>> been<BR>compressed and=20
>> almost glassy in bad way, =3D<BR>> Dirty=3D20<BR>> Glassy, =
>> and somehow=20
>> not as<BR>full range. So, the EQ thing bass=20
>> =3D<BR>> and=3D20<BR>> treble would be understandable,,=20
>> but<BR>this mushieness freaks me =

```

>>out,<BR>=3D<BR>>I=3D20<BR>> =20  
>> really wonder if it my conversion to 16<BR>bit, or somehting =  
>>else,=20  
>> =3D<BR>>I'll try=3D20<BR>> the Wavelab dither=20  
>> tomorrow.<BR><BR>my stuff still gets some nice=20  
>> nods<BR>=3D<BR>><BR>> critically, but it is not how I want =  
>>  
>> it<BR>to sound!<BR><BR><BR>hey=20  
>> is<BR>=3D<BR>>anyone=3D20<BR>> running mixes through any =  
>>mic pres?=20  
>> Anyone here have a=3D20<BR>> =20  
>> =  
>>1968ME<BR>compressor?<BR><BR><BR><BR><BR>=  
>>><BR><BR><BR>"Don=20  
>> Nafe" <<A =3D<BR>><BR>> href=3D3D"<A=20  
>> =  
>>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=  
>>gt;dnafe@magma.ca</A/<A>>=20  
>> wrote:<BR>>My =3D<BR>>first=3D20<BR>> thought was =  
>>"it's the=20  
>> room"<BR>><BR>>May I ask the room =  
>>=3D<BR>>dimensions,=20  
>> the=3D20<BR>> approximate location of your =  
>>speakers<BR>and=20  
>> <BR>>acoustic=3D20<BR>> =20  
>> =  
>>treatment?<BR>><BR>>DOn<BR>><BR>><=  
>>BR>>"Cujo"=20  
>> <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
>> =  
>>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=  
>>>=3D<BR>>.com</A>>=3D20<BR>> =20  
>> wrote in message=3D20<BR>> =20  
>> =  
>><BR>>news:4532b8eb\$1@linux...<BR>>><BR>>>=  
>>;<BR>>>=20  
>> =3D<BR>>Ok, It is=3D20<BR>> finally start to get to=20  
>> me.<BR>>> My mixes in Paris have always=20  
>> =3D<BR>>sounded=3D20<BR>> murky and bass heavy and lack=20  
>> punch,<BR>>> outside my room, And =  
>>=3D<BR>>they=3D20<BR>> =20  
>> sound slamming inside the room.<BR>>> First I got an =  
>>externeal=20  
>> =3D<BR>>clock,=3D20<BR>> then a UAD 1 card, then treated =  
>>my=20  
>> room<BR>in<BR>>> a mega way, =3D<BR>>then=20  
>> new=3D20<BR>> Dynaudio BM15s then another UAD with the 1073.. =



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

---