
Subject: Compression test

Posted by [John \[1\]](#) on Thu, 15 Jun 2006 00:40:29 GMT

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Others might suggest a better kick/snare in the TD20 but this is the Peart one for starters.

<http://tinyurl.com/gtacu>

<http://tinyurl.com/ef2fj>

Lets see if anyone can get close to the compression, air and slapback that this has going on. Of course I don't expect miracles but have at it.

Thanks,
John

Subject: Re: Compression test

Posted by [Aaron Allen](#) on Thu, 15 Jun 2006 04:20:01 GMT

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The tones aren't close enough for a compressor to react the same way. The snare is too small and the kick is too big on the low end. No compressor is going to fix that.

AA

"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...

>

> Others might suggest a better kick/snare in the TD20 but this is the Peart
> one for starters.

>

> <http://tinyurl.com/gtacu>

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>

> Lets see if anyone can get close to the compression, air and slapback that
> this has going on. Of course I don't expect miracles but have at it.

>

> Thanks,
> John

I choose Polesoft Lockspam to fight spam, and you?

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

Subject: Re: Compression test
Posted by [John \[1\]](#) on Thu, 15 Jun 2006 11:01:54 GMT
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See, that's where your refined ear can hear that through the verbs and compression.

I'll redo them and go for a smaller kick and bigger snare. By bigger you don't mean verb right? You mean the physical size.

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

>The tones aren't close enough for a compressor to react the same way. The

>snare is too small and the kick is too big on the low end.

>No compressor is going to fix that.

>

>AA

>

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>"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...

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>> one for starters.

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>> Thanks,

>> John

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>

>

Subject: Re: Compression test
Posted by [Aaron Allen](#) on Thu, 15 Jun 2006 15:10:20 GMT
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Yes, I mean that it needs more wood/body sound.. a bigger and/or deeper shell might get you there, perhaps mic technique/type parameters... verb is not going to help with this sound issue. Tuning the pitch might also help, but I've found mostly it hurts other areas too much. You may also be able to stack samples? Dunno, don't have a V kit here. If you do stack, make sure

that the sample 'hits' at the exact same time or risk phase holes.

The best way to think of it is that what you start out with should be as close as possible w/o any processing to what you want for an end result.

AA

"John" <no@no.com> wrote in message news:44913e22\$1@linux...

>

> See, that's where your refined ear can hear that through the verbs and
> compression.

> I'll redo them and go for a smaller kick and bigger snare. By bigger you
> don't mean verb right? You mean the physical size.

>

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

>>The tones aren't close enough for a compressor to react the same way. The

>

>>snare is too small and the kick is too big on the low end.

>>No compressor is going to fix that.

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>>AA

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>>

>>"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...

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>>> Others might suggest a better kick/snare in the TD20 but this is the

>>> Peart

>>> one for starters.

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>>> <http://tinyurl.com/gtacu>

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>>> Thanks,

>>> John

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>>

>>

>

Subject: Re: Compression test
Posted by [John \[1\]](#) on Thu, 15 Jun 2006 16:31:53 GMT
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I agree, so why not stop by the house and show me how. hehe

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

>Yes, I mean that it needs more wood/body sound.. a bigger and/or deeper

>shell might get you there, perhaps mic technique/type parameters... verb
is

>not going to help with this sound issue. Tuning the pitch might also help,

>but I've found mostly it hurts other areas too much. You may also be able
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>stack samples? Dunno, don't have a V kit here. If you do stack, make sure

>that the sample 'hits' at the exact same time or risk phase holes.

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>close as possible w/o any processing to what you want for an end result.

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>> compression.

>> I'll redo them and go for a smaller kick and bigger snare. By bigger
you

>> don't mean verb right? You mean the physical size.

>>

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

>>>The tones aren't close enough for a compressor to react the same way.
The

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>>>snare is too small and the kick is too big on the low end.

>>>No compressor is going to fix that.

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>>>AA

>>>

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>>>"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...

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>>>> Others might suggest a better kick/snare in the TD20 but this is the

>>>> Peart
>>>> one for starters.
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>>>> http://tinyurl.com/gtacu
>>>> http://tinyurl.com/ef2fj
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>>>> Lets see if anyone can get close to the compression, air and slapback
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>>>> Thanks,
>>>> John
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>>>I choose Polesoft Lockspam to fight spam, and you?
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>>>
>>
>
>

Subject: Re: Compression test
Posted by [pauln\[2\]](#) on Thu, 15 Jun 2006 19:30:05 GMT
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A few API pre's would beef them up a bit for sure.
:)

"John" <no@no.com> wrote:

>
>I agree, so why not stop by the house and show me how. hehe
>
>"Aaron Allen" <nospam@not_here.dude> wrote:
>>Yes, I mean that it needs more wood/body sound.. a bigger and/or deeper
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>>shell might get you there, perhaps mic technique/type parameters... verb
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>>not going to help with this sound issue. Tuning the pitch might also help,
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>>that the sample 'hits' at the exact same time or risk phase holes.
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>>The best way to think of it is that what you start out with should be as
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>>close as possible w/o any processing to what you want for an end result.
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>>
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>>"John" <no@no.com> wrote in message news:44913e22\$1@linux...
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>>> See, that's where your refined ear can hear that through the verbs and
>
>>> compression.
>>> I'll redo them and go for a smaller kick and bigger snare. By bigger
>you
>>> don't mean verb right? You mean the physical size.
>>>
>>> "Aaron Allen" <nospam@not_here.dude> wrote:
>>>>The tones aren't close enough for a compressor to react the same way.
>The
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>>>>snare is too small and the kick is too big on the low end.
>>>>No compressor is going to fix that.
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>>>>"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...
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>>>>> Others might suggest a better kick/snare in the TD20 but this is the
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>>>>> <http://tinyurl.com/gtacu>
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>>>>> Lets see if anyone can get close to the compression, air and slapback
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>>>>> Thanks,
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>>>>>

>>>
>>
>>
>

Subject: Re: Compression test
Posted by [John \[1\]](#) on Thu, 15 Jun 2006 23:42:15 GMT
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If you need my address to send them, let me know. In the meantime, here's the latest.

<http://tinyurl.com/qrcam>

You have a stereo pair, and kick,snare, hihat on separate wave files.

The comparison file is here: <http://tinyurl.com/gtacu>

Thanks,
John

"Paul" <pn@nospam.com> wrote:

>
>A few API pre's would beef them up a bit for sure.
>:)

>
>
>
>"John" <no@no.com> wrote:

>>
>>I agree, so why not stop by the house and show me how. hehe
>>
>>"Aaron Allen" <nospam@not_here.dude> wrote:
>>>Yes, I mean that it needs more wood/body sound.. a bigger and/or deeper
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>>>shell might get you there, perhaps mic technique/type parameters... verb
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>>>not going to help with this sound issue. Tuning the pitch might also help,
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>>>stack samples? Dunno, don't have a V kit here. If you do stack, make sure
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>>>that the sample 'hits' at the exact same time or risk phase holes.
>>>
>>>The best way to think of it is that what you start out with should be
as
>>
>>>close as possible w/o any processing to what you want for an end result.

>>>
>>>AA
>>>
>>>
>>>"John" <no@no.com> wrote in message news:44913e22\$1 @linux...
>>>>
>>>> See, that's where your refined ear can hear that through the verbs and
>>
>>>> compression.
>>>> I'll redo them and go for a smaller kick and bigger snare. By bigger
>>you
>>>> don't mean verb right? You mean the physical size.
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>>>> "Aaron Allen" <nospam@not_here.dude> wrote:
>>>>>The tones aren't close enough for a compressor to react the same way.
>>The
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>>>>>snare is too small and the kick is too big on the low end.
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>>>>>> <http://tinyurl.com/gtacu>
>>>>>> <http://tinyurl.com/ef2fj>
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>>>>>> Lets see if anyone can get close to the compression, air and slapback
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>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>

>>>
>>
>

Subject: Re: Compression test
Posted by [Pauln\[1\]](#) on Fri, 16 Jun 2006 14:06:23 GMT
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Hey I'm only 3 hours up the road from you. Come check it out some time. :)

"John" <no@no.com> wrote:

>
>If you need my address to send them, let me know. In the meantime, here's
>the latest.
>
><http://tinyurl.com/qrcam>
>
>You have a stereo pair, and kick,snare, hihat on separate wave files.
>
>The comparison file is here: <http://tinyurl.com/gtacu>
>Thanks,
>John

>
>"Paul" <pn@nospam.com> wrote:

>>
>>A few API pre's would beef them up a bit for sure.
>>:)

>>
>>
>>"John" <no@no.com> wrote:

>>>
>>>I agree, so why not stop by the house and show me how. hehe

>>>
>>>"Aaron Allen" <nospam@not_here.dude> wrote:
>>>>Yes, I mean that it needs more wood/body sound.. a bigger and/or deeper

>>>>shell might get you there, perhaps mic technique/type parameters...
verb

>>>>is
>>>>not going to help with this sound issue. Tuning the pitch might also
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>>>>AA
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>>>>"John" <no@no.com> wrote in message news:44913e22\$1@linux...
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>>>>> See, that's where your refined ear can hear that through the verbs
and
>>>
>>>>> compression.
>>>>> I'll redo them and go for a smaller kick and bigger snare. By bigger
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>>>>> don't mean verb right? You mean the physical size.
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>>>>> "Aaron Allen" <nospam@not_here.dude> wrote:
>>>>>>The tones aren't close enough for a compressor to react the same way.
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>>>>>>"John" <no@no.com> wrote in message news:4490ac7d\$1@linux...
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>>>>>>> Others might suggest a better kick/snare in the TD20 but this is
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>>>>>>>
>>>>>>> <http://tinyurl.com/gtacu>
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>>>>>>>
>>>>>>> Lets see if anyone can get close to the compression, air and slapback
>>>>> that
>>>>>>> this has going on. Of course I don't expect miracles but have at
>it.
>>>>>>>
>>>>>>> Thanks,

Subject: Re: Compression test
Posted by [rick](#) on Fri, 16 Jun 2006 19:14:09 GMT
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john's not very good at quiz's so be wary of his answer.

On 17 Jun 2006 04:30:34 +1000, "Paul" <paul@nospam.com> wrote:

>
>Charlotte. Aren't you in Charleston... or was is Columbia?
>
>"John" <no@no.com> wrote:
>>
>>where are you at?

Subject: Re: Compression test
Posted by [John \[1\]](#) on Fri, 16 Jun 2006 21:22:05 GMT
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Hey dumbass, gimmie a break. I stood outside and looked up the road for 3 hours and never saw him.... gimmie a break...jeez!!!

hehe

rick <parnell68@hotmail.com> wrote:
>he said "3 hours up the road from you"...sheesh. i think you need to
>decompress a little.
>
>On 17 Jun 2006 04:04:13 +1000, "John" <no@no.com> wrote:
>
>>
>>where are you at?
>

Subject: Re: Compression test
Posted by [John \[1\]](#) on Fri, 16 Jun 2006 21:22:38 GMT
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Yes, Charleston

"Paul" <paul@nospam.com> wrote:
>
>Charlotte. Aren't you in Charleston... or was is Columbia?
>
>"John" <no@no.com> wrote:
>>

>>where are you at?

>

Subject: Re: Compression test

Posted by [EK Sound](#) on Fri, 16 Jun 2006 21:45:50 GMT

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Now, now... respect your elders... that's *Mr.* Dumbass... ;-)

David.

John wrote:

> Hey dumbass, gimmie a break. I stood outside and looked up the road for

> 3 hours and never saw him.... gimmie a break...jeez!!!

>

> hehe

>

> rick <parnell68@hotmail.com> wrote:

>

>>he said "3 hours up the road from you"...sheesh. i think you need to

>>decompress a little.

>>

>>On 17 Jun 2006 04:04:13 +1000, "John" <no@no.com> wrote:

>>

>>

>>>where are you at?

>>

>

Subject: Re: Compression test

Posted by [John \[1\]](#) on Fri, 16 Jun 2006 22:38:45 GMT

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oops, sorry

Subject: Re: Compression test

Posted by [rick](#) on Sat, 17 Jun 2006 08:55:32 GMT

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LOL! and that's mr. dumbass...where has the respect gone these days???

On 17 Jun 2006 07:22:05 +1000, "John" <no@no.com> wrote:

>
>Hey dumbass, gimmie a break. I stood outside and looked up the road for
>3 hours and never saw him.... gimmie a break...jeez!!!
>
>hehe
>
>rick <parnell68@hotmail.com> wrote:
>>he said "3 hours up the road from you"...sheesh. i think you need to
>>decompress a little.
>>
>>On 17 Jun 2006 04:04:13 +1000, "John" <no@no.com> wrote:
>>
>>>
>>>where are you at?
>>

Subject: Re: Compression test
Posted by [rick](#) on Sat, 17 Jun 2006 08:57:04 GMT
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damn...if i had read these first i wouldn't have posted the
other...apology accepted.

On 17 Jun 2006 08:38:45 +1000, "john" <no@no.com> wrote:

>
>oops, sorry
