Subject: Autotune in Cubase Posted by Don Nafe on Mon, 05 Feb 2007 15:42:53 GMT

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Hi guys

Cubase newbie here

just wondering if there's a trick to using graphical mode in Cubase...I tried running it on a simple vocal track staring at "0" and I see the graph showing up after the vocals start...about a 1/2 second or so.

Am I missing something here?

DOn

Subject: Re: Autotune in Cubase

Posted by Mark McCurdy on Mon, 05 Feb 2007 16:50:04 GMT

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If you haven't tried it yet... I purchased Melodyne and in my book it BLOWS AutoTune out of the water. I'm so pumped on this plug-in. It doesn't add the funky synthy sound to the voice like Autotune does when it pitch corrects. Also the interface is SO friendly. I use it in Cubase SX4 with no problems.

http://www.celemony.com:16080/cms/

The demo is worth trying out.

"Don Nafe" <dnafe@magma.ca> wrote in message news:45c750e7@linux...
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> just wondering if there's a trick to using graphical mode in Cubase...I
> tried running it on a simple vocal track staring at "0" and I see the
> graph showing up after the vocals start...about a 1/2 second or so.
> Am I missing something here?
> DOn

Subject: Re: Autotune in Cubase Posted by Chris Ludwig on Mon, 05 Feb 2007 16:51:23 GMT

View Forum Message <> Reply to Message

Hell yes

```
Mark McCurdy wrote:
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> AutoTune out of the water. I'm so pumped on this plug-in. It doesn't add
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>> Am I missing something here?
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>> DOn
>>
>
>
Chris Ludwig
ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com
```

Subject: Re: Autotune in Cubase Posted by Chris Ludwig on Mon, 05 Feb 2007 16:52:13 GMT Haven't tried it but I think only the newest VST version of autotune has a functional graphical mode.

Chris

```
Don Nafe wrote:
> Hi guys
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> just wondering if there's a trick to using graphical mode in Cubase...I
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> DOn
>
Chris Ludwig
ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com
```

Subject: Re: Autotune in Cubase Posted by EK Sound on Mon, 05 Feb 2007 18:31:38 GMT View Forum Message <> Reply to Message

Autotune 5 now has time locked graphical mode. Previously, Autotune was unable to extract the timebase from the project (I guess DX does not support this). Now that it is VST, they are able to include this. Previously, you would have to work from the exact same point everytime... which is why they generally recommend you work on one line at a time, and render each line when you have finished tuning. With version 5, you can work on any point in the time line with no troubles. That being said, Melodyne kicks the snot out of Autotune!!

David.

Chris Ludwig wrote:

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> or so.
> Am I missing something here?
> DOn
> DOn
```

Subject: Re: Autotune in Cubase Posted by Tom Bruhl on Mon, 05 Feb 2007 20:30:49 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_008A\_01C7493A.9D0DDA10 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

Anybody using Melodyne in Paris here?
Is it totally functional except for automation?
I'm pretty sick of Autotune 1.3 and the usual work arounds.

Good to go in Paris?

"EK Sound" <askme@nospam.com> wrote in message = news:45c77878\$1@linux...

Autotune 5 now has time locked graphical mode. Previously, Autotune=20 was unable to extract the timebase from the project (I guess DX does=20 not support this). Now that it is VST, they are able to include this.=20 Previously, you would have to work from the exact same point=20 everytime... which is why they generally recommend you work on one=20 line at a time, and render each line when you have finished tuning.=20

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David.

```
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second=20
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 >> Am I missing something here?
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 >>
I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
----= NextPart 000 008A 01C7493A.9D0DDA10
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 bqColor=3D#ffffff>
```

```
<DIV><FONT face=3DArial size=3D2>Anybody using Melodyne in Paris =
here?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Is it totally functional except for=20
automation?</FONT></DIV>
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usual work=20
arounds.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Good to go in Paris?</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"EK Sound" &It;<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com</A>&gt;=20
 wrote in message <A=20
href=3D"news:45c77878$1@linux">news:45c77878$1@linux</A>...</DIV>Autotune=
5 now=20
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unable to=20
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Hi=20
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 Cubase...I tried running it on a simple vocal track staring at "0" and =
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a \frac{1}{2} = 20
 second <BR>&gt;&gt; or so.<BR>&gt;&gt;<BR>&gt;&gt; Am I missing =
something=20
 here?<BR>&gt;&gt;<BR>&gt;&gt; DOn<BR>&gt;&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;</FONT></DIV></BODY ></HTML>
-----= NextPart 000 008A 01C7493A.9D0DDA10--
Subject: Re: Autotune in Cubase
Posted by EK Sound on Mon, 05 Feb 2007 21:00:16 GMT
View Forum Message <> Reply to Message
I seriously doubt if the Melodyne plug would work in Paris... it
utilizes VST V2.4 Melodyne is also available as a stand alone app...
maybe that would be a better bet for you.
David.
Tom Bruhl wrote:
> Anybody using Melodyne in Paris here?
> Is it totally functional except for automation?
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>
> Good to go in Paris?
    "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
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    message news:45c77878$1@linux...
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    Autotune 5 now has time locked graphical mode. Previously, Autotune
>
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>
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    >> or so.
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    >>
    >> DOn
>
    >>
>
    >
>
>
> I choose Polesoft Lockspam to fight spam, and you?
> http://www.polesoft.com/refer.html
```

Subject: Re: Autotune in Cubase Posted by Mark McCurdy on Mon, 05 Feb 2007 22:02:23 GMT View Forum Message <> Reply to Message

My guess is it won't work as well.

```
"EK Sound" <askme@nospam.com> wrote in message news:45c79b4c@linux...
>I seriously doubt if the Melodyne plug would work in Paris... it utilizes
>VST V2.4 Melodyne is also available as a stand alone app... maybe that
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>
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      >
>>
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```

Subject: Re: Autotune in Cubase Posted by Tom Bruhl on Mon, 05 Feb 2007 22:33:34 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

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----=_NextPart_000_00C6_01C7494B.C31470A0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
Okay then via spdf to Cubase and back then? Realtime in auto mode =
anyway?
I guess I'll have to render and drag over to Cubase for processing =
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I think I need another MEC now that I think of it. Good for another =
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with Paris/XP. I'll have to lose the last ADAT XT 20 for the rack =
space...
Maybe 1.3 will do...
I really like realtime everything.
Poor old analog me
 "Mark McCurdy" <mark@mccurdy.net> wrote in message =
news:45c7a9df@linux...
 My guess is it won't work as well.
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```
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Mark McCurdy" &It:<A=20
 href=3D"mailto:mark@mccurdy.net">mark@mccurdy.net</A>&gt; wrote in =
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in=20
 Paris?<BR>&qt;&gt;<BR>&qt;&nbsp;&nbsp;&nbsp; "EK Sound" =
&lt:<A=20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A> &lt:<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
in<BR>&gt;&gt;&nbsp;&nbsp;&nbsp; message <A=20
href=3D"news:45c77878$1@linux">news:45c77878$1@linux</A>...<BR>&qt;&qt;&n=
bsp;  =20
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wrote: <BR> &gt; &gt; &nbsp; &nbsp; &nbsp; &amp; nbsp; &gt; Haven't tried it =
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 graphical mode.<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
><BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt;=20
 Chris<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
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 ><BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt; Don Nafe=20
wrote:<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
 ><BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt;&gt; Hi=20
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 >><BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt;&gt; Cubase =
newbie=20
here<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
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wondering if=20
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in<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt;&gt; Cubase...I tried =
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at<BR>&gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp; "0"=20
 and<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp; &gt;&gt; I see the graph =
showing=20
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1/2<BR>&gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
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something here?<BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
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 >><BR> &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&amp;nbsp;=20
 ><BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt; I choose Polesoft =
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href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>=20
 <BR><BR></BLOCKQUOTE></BODY></HTML>
-----= NextPart 000 00C6 01C7494B.C31470A0--
```

Subject: Re: Autotune in Cubase Posted by EK Sound on Mon, 05 Feb 2007 22:42:51 GMT View Forum Message <> Reply to Message

Just to explain... the Melodyne plugin has to "record" the track from the host first... in real time. Then you can manipulate the sound during playback. One issue here... if you try to go back to the track (not that you need to) and make additional edits, these edits will have to be recorded into Melodyne again. You would lose what work you have already done. Rule of thumb is to make sure your edits are

finished, then "polish" with the Melodyne plug.

## David.

```
Tom Bruhl wrote:
> Okay then via spdf to Cubase and back then? Realtime in auto mode anyway?
> I guess I'll have to render and drag over to Cubase for processing
> otherwise huh?
> I think I need another MEC now that I think of it. Good for another
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Subject: Re: Autotune in Cubase Posted by Tom Bruhl on Mon, 05 Feb 2007 23:28:48 GMT

View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

----=\_NextPart\_000\_00DD\_01C74953.7A585130

Content-Type: text/plain; charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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 >
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charset="iso-8859-1"
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>David,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>So there's no real-time automatic =
mode?  Maybe=20
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></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>"EK Sound" &It:<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com</A>&qt;=20
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..html</A><BR>&gt;</BLOCKQUOTE></BODY></HTML>
----= NextPart 000 00DD 01C74953.7A585130--
```

Subject: Re: Autotune in Cubase Posted by EK Sound on Mon, 05 Feb 2007 23:36:07 GMT View Forum Message <> Reply to Message

It really depends on what you are using it for. The plugin has all the standard features, whereas the "essential" and "uno" versions only offer manual pitch correction. The Cre8 version is good if you want to make backing vocal tracks from a lead vocal, without having to have several plugins open at one time. The Studio version is just that, a fully featured recording and editing package. The quality is the same regardless of the version. The one thing that Studio does that the others don't do is manipulating polyphonic files, like guitars, keys, or even entire mixes. The time manipulation capabilities on a full mix is nothing short of amazing.

For most "tuning" uses, the plugin works great.

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```

```
Subject: Re: Autotune in Cubase
Posted by Tom Bruhl on Tue, 06 Feb 2007 02:21:52 GMT
View Forum Message <> Reply to Message
```

This is a multi-part message in MIME format.

```
-----=_NextPart_000_00FD_01C7496B.A7C21030
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

David,

Wow! So no artifacts across a whole mix? Can you alter speed=20 without altering pitch? That's the ticket for me.

So for effecting vocal channels and possibly a whole mix for tempo with use in Paris and Cubase which version would you suggest? I guess I only need one channel (stereo) if it has to process offline = all the time.

Am I right?

Sounds like studio is the full mix version that I'd want huh? Thanks for the info.

Tom

"EK Sound" <askme@nospam.com> wrote in message = news:45c7bfd2\$1@linux...

It really depends on what you are using it for. The plugin has all=20 the standard features, whereas the "essential" and "uno" versions only =

offer manual pitch correction. The Cre8 version is good if you want=20 to make backing vocal tracks from a lead vocal, without having to have =

several plugins open at one time. The Studio version is just that, a=20 fully featured recording and editing package. The quality is the same =

regardless of the version. The one thing that Studio does that the=20 others don't do is manipulating polyphonic files, like guitars, keys,=20 or even entire mixes. The time manipulation capabilities on a full=20 mix is nothing short of amazing.

For most "tuning" uses, the plugin works great.

David.

Tom Bruhl wrote:

- > David.
- > So there's no real-time automatic mode? Maybe standalone on my = Paris comp
  - > is the way to go then. A friend of mine has the full blown version=20
- > around here.
- > I'll have to get a demo from him. He loves it with Logic.
- > = 20
- > Is the polyphonic version as good quality as it gets? Worth the = extra cash?
- > Tom
- > =20
- > = 20
- >=20

- > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
- > message news:45c7b357@linux...
- > Just to explain... the Melodyne plugin has to "record" the track = from
- > the host first... in real time. Then you can manipulate the = sound
- > during playback. One issue here... if you try to go back to the = track
- > (not that you need to) and make additional edits, these edits = will
- > have to be recorded into Melodyne again. You would lose what = work you
  - > have already done. Rule of thumb is to make sure your edits are
  - > finished, then "polish" with the Melodyne plug.
  - >=20
  - > David.
  - >=20
  - > Tom Bruhl wrote:
  - > Okay then via spdf to Cubase and back then? Realtime in auto
  - > mode anyway?
- > > I guess I'll have to render and drag over to Cubase for = processing
- > > otherwise huh?
- > > I think I need another MEC now that I think of it. Good for = another
- > > ADAT and SPDF
- > with Paris/XP. I'll have to lose the last ADAT XT 20 for the
- > rack space...
- > > Maybe 1.3 will do...
- > >=20
- > > I really like realtime everything.
- > Poor old analog me
- > >=20
- > >=20
- > >
- > "Mark McCurdy" <mark@mccurdy.net =</p>

## <mailto:mark@mccurdy.net>

- > <mailto:mark@mccurdy.net>> wrote in
- > message news:45c7a9df@linux...
- > My guess is it won't work as well.
- > >
- > >
- > "EKE Sound" <askme@nospam.com <mailto:askme@nospam.com>
- > <mailto:askme@nospam.com>> wrote in
- > message news:45c79b4c@linux...
- > > >I seriously doubt if the Melodyne plug would work in
- > Paris... it
- > > utilizes

```
>VST V2.4 Melodyne is also available as a stand alone
 >
      >
     app... maybe
 >
          that
      >
 >
           >would be a better bet for you.
 >
      >
      >
           > David.
 >
 >
          > Tom Bruhl wrote:
 >
          >> Anybody using Melodyne in Paris here?
 >
           >> Is it totally functional except for automation?
 >
           >> I'm pretty sick of Autotune 1.3 and the usual work =
      >
arounds.
          >> Good to go in Paris?
 >
      >
>
      >
          >>
           >>
                "EK Sound" <askme@nospam.com
     <mailto:askme@nospam.com> <mailto:askme@nospam.com>
 >
          <mailto:askme@nospam.com>> wrote in
                message news:45c77878$1@linux...
 >
      >
           >>
                Autotune 5 now has time locked graphical mode.=20
      >
           >>
 >
     Previously,
          Autotune
 >
                was unable to extract the timebase from the =
           >>
 >
project
     (I guess
 >
          DX does
                not support this). Now that it is VST, they are =
      >
           >>
able to
          include this.
      >
                 Previously, you would have to work from the =
 >
      >
          >>
exact
     same point
     >
           >>
                everytime... which is why they generally =
 >
recommend
     you work
 >
      >
          on one
                line at a time, and render each line when you =
      >
           >>
 >
have
 >
     finished
          tuning.
                With version 5, you can work on any point in the =
           >>
 >
time
     line
 >
          with no
 >
      >
                troubles. That being said, Melodyne kicks the =
 >
      >
           >>
snot
     out of
 >
          Autotune!!
>
      >
```

>

>>

```
David.
 >
     >
          >>
 >
     >
          >>
                Chris Ludwig wrote:
     >
 >
          >>
                > Haven't tried it but I think only the newest =
          >>
VST
     version of
 >
                autotune has
     >
          >>
 >
                > a functional graphical mode.
     >
          >>
 >
     >
          >>
                > Chris
     >
          >>
 >
 >
     >
          >>
                >
          >>
                > Don Nafe wrote:
     >
 >
          >>
     >
 >
          >>
                >
                >> Hi guys
 >
          >>
 >
     >
          >>
                >>
                >> Cubase newbie here
     >
          >>
 >
          >>
                >> just wondering if there's a trick to using
 >
          >>
     graphical mode in
                >> Cubase...I tried running it on a simple vocal =
 >
     >
          >>
track
 >
     >
          staring at
          >>
                "0" and
     >
 >
 >
      >
          >>
                >> I see the graph showing up after the vocals
          start...about a 1/2
 >
     >
                second
     >
 >
          >>
      >
                >> or so.
 >
          >>
     >
 >
          >>
                >>
                >> Am I missing something here?
 >
     >
          >>
          >>
     >
              >> DOn
 >
          >>
     >
 >
          >>
                >>
          >>
 >
     >
          >>
          >>
 >
          >>
>
          >> I choose Polesoft Lockspam to fight spam, and you?
     >
          >> http://www.polesoft.com/refer.html
----= NextPart 000 00FD 01C7496B.A7C21030
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>David,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Wow!&nbsp; So no artifacts across a =
whole=20
mix?  Can you alter speed </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>without altering pitch?&nbsp; That's =
the ticket for=20
me.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>So for&nbsp;effecting&nbsp;vocal =
channels and=20
possibly a whole mix for tempo</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>with use in Paris and Cubase which =
version would=20
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(stereo) if it has=20
to process offline all the time.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Am I right?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Sounds like studio is the full mix =
version that I'd=20
want huh?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Thanks for the info.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></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>"EK Sound" &It;<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com</A>&gt;=20
 wrote in message <A=20
 href=3D"news:45c7bfd2$1@linux">news:45c7bfd2$1@linux</A>...</DIV>It =
really=20
 depends on what you are using it for.  The plugin has all <BR>the =
 standard features, whereas the "essential" and "uno" versions only =
<BR>offer=20
 manual pitch correction.   The Cre8 version is good if you want =
<BR>to=20
 make backing vocal tracks from a lead vocal, without having to have=20
 <BR>several plugins open at one time.&nbsp; The Studio version is just =
that. a=20
 <BR>fully featured recording and editing package. & nbsp; The quality is =
```

```
the=20
 same <BR>regardless of the version. &nbsp; The one thing that Studio =
does that=20
 the <BR>others don't do is manipulating polyphonic files, like =
quitars, keys,=20
 <BR>or even entire mixes.&nbsp; The time manipulation capabilities on =
a full=20
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the plugin=20
 works great.<BR><BR>David.<BR><BR>Tom Bruhl wrote:<BR>&gt; =
David, <BR>&gt; So=20
 there's no real-time automatic mode?  Maybe standalone on my =
Paris=20
 comp<BR>&gt; is the way to go then.&nbsp; A friend of mine has the =
full blown=20
 version <BR>&gt; around here.<BR>&gt; I'll have to get a demo from =
him. =20
 He loves it with Logic.<BR>&gt;&nbsp; <BR>&gt; Is the polyphonic =
version as=20
 good quality as it gets?  Worth the extra cash?<BR>&gt; =
Tom<BR>&gt;&nbsp;=20
 <BR>&gt;&nbsp; <BR>&gt; <BR>&gt;&nbsp;&nbsp;&nbsp; "EK Sound" =
&lt:<A=20
 href=3D"mailto:askme@nospam.com">askme@nospam.com</A> &lt:<A=20
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp; message <A=20
href=3D"news:45c7b357@linux">news:45c7b357@linux</A>...<BR>&gt;&nbsp;&nbs=
p;  =20
 Just to explain... the Melodyne plugin has to "record" the track=20
 from<BR>&gt;&nbsp;&nbsp;&nbsp; the host first... in real =
time.&nbsp:=20
 Then you can manipulate the sound<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=
during=20
 playback.&nbsp: One issue here... if you try to go back to the=20
 track<BR>&gt;&nbsp;&nbsp;&nbsp; (not that you need to) and make=20
 additional edits, these edits will<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
have to be=20
 recorded into Melodyne again.  You would lose what work=20
 you<BR>&gt;&nbsp;&nbsp;&nbsp; have already done.&nbsp; Rule of =
thumb is=20
 to make sure your edits are<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; finished, =
then=20
 "polish" with the Melodyne plug.<BR>&gt; =
<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
 David.<BR>&gt; <BR>&gt;&nbsp;&nbsp;&nbsp; Tom Bruhl=20
 wrote:<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; Okay then via spdf =
```

```
to Cubase=20
 and back then?  Realtime in auto<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
mode=20
 anyway?<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; I guess I'll have =
to render=20
 and drag over to Cubase for =
processing<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 > otherwise huh?<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt; I think =
I need=20
 another MEC now that I think of it.  Good for=20
 another<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; ADAT and=20
 SPDF<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; with Paris/XP.&nbsp; =
I'll have=20
 to lose the last ADAT XT 20 for the <BR > &gt; &nbsp; &nbsp; &nbsp; &nbsp; =
rack=20
 space...<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt; Maybe 1.3 will=20
 do...<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
 <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt; I really like realtime=20
 everything.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; Poor old analog =
 me<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
 <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
 <BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    "Mark=20
 McCurdy" &lt:<A href=3D"mailto:mark@mccurdy.net">mark@mccurdy.net</A> =
&lt:<A=20
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt;<BR>&gt;&=
nbsp;  =20
 A = A =
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&qt;&qt;=20
 wrote in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 message <A=20
href=3D"news:45c7a9df@linux">news:45c7a9df@linux</A>...<BR>&gt;&nbsp;&nbs=
p;  =20
 >    My guess is it won't work as=20
 well.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 ><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&qt;    "EKE=20
 Sound" &It;<A href=3D"mailto:askme@nospam.com">askme@nospam.com</A> =
&lt:<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;  =20
```

```
At;<A =
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt;=20
wrote in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
message <A=20
href=3D"news:45c79b4c@linux">news:45c79b4c@linux</A>...<BR>&qt;&nbsp;&nbs=
p;   =20
>     >I seriously doubt if the =
Melodyne plug=20
would work in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; Paris...=20
it<BR>&at:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
utilizes<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      >VST V2.4  Melodyne is also =
available as a stand alone<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; app...=20
maybe<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=
>   =20
that<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
> would be a better bet for =
you.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
&gt:<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=2 0
>     >=20
David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     > Tom Bruhl=20
wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      >> Anybody using Melodyne in =
Paris=20
here?<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>> Is it totally functional except for=20
automation?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     >> I'm pretty sick of =
Autotune 1.3=20
and the usual work arounds.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20
>      >>  Good to go in=20
Paris?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >    =2 0
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
"EK Sound"=20
t < A = 20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A><BR>&gt;&nbsp;&nbsp;=
```

```
  =20
&lt:<A =
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt; &lt;<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&qt;<BR>&qt;&=
nbsp;   =20
>    <<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>    message <A=20
href=3D"news:45c77878$1@linux">news:45c77878$1@linux</A>...<BR>&gt;&nbsp;=
   =20
&qt;        
Autotune 5=20
now has time locked graphical mode. <BR>&qt;&nbsp;&nbsp;&nbsp;=20
Previously, <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
Autotune<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      >>     =
was unable=20
to extract the timebase from the =
project<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; (I=20
quess<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;
>    DX=20
does<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>>    not support this). Now that it is =
VST. thev=20
are able to<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
include this.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >    =2 0
 >>    &amp :nbsp;  Previously, you would =
have to=20
work from the exact<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; same=20
point<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>>    everytime... which is why they =
generally=20
recommend<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; you=20
work<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    on=20
one<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>     line at a time, and render each line =
```

```
when you=20
have<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
finished<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
tuning.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=20
>      >>     =
With=20
version 5, you can work on any point in the=20
time<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
line<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    with=20
no<BR>&at:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:
>    =2 0
>>    troubles.  That being said, =
Melodyne=20
kicks the snot<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; out=20
of<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
Autotune!!<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>    =2 0
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         =20
David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      >>     =
Chris=20
Ludwig wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>     >=20
Haven't tried it but I think only the newest=20
VST<BR>&at:&nbsp:&nbsp:&nbsp: version=20
of<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>    autotune=20
has<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >>      > a functional graphical=20
mode.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
 &gt:&gt:&nbsp:&nbsp:&nbsp:&amp:nbsp:&gt:=20
Chris<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
 >>     =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
```

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>>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>>      > Don Nafe=20
wrote:<BR> &gt:&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
&gt:&gt:&nbsp:&nbsp:&nbsp:&nbsp:&amp:nbsp:=20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>     >> Hi=20
quys<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
&at:&nbsp:&nbsp:&nbsp:&nbsp:=20
>>     =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
>> Cubase newbie here<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
>> just wondering if there's a trick to=20
using<BR>&gt;&nbsp;&nbsp;&nbsp; graphical mode=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>>      >> Cubase...I tried =
running it on=20
a simple vocal track<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>    staring =
at<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>        
"0"=20
and<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>      >> I see the graph =
showing up=20
after the vocals<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>    start...about a=20
1/2<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>>    =
second<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
>> or so.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
```

```
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>     =20
>> Am I missing something =
here?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20
>     =
&gt:&gt:&nbsp:&nbsp:&nbsp:&nbsp:&amp:nbsp:=20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>    =20
>> DOn<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&at:&nbsp:&nbsp:&nbsp:&nbsp: =
>>    =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
>>     =20
&gt:<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
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>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >    =2 0
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&qt;      >> I choose Polesoft Lockspam =
to=20
fight spam, and you?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     >> <A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&at:</BLOCKQUOTE></BODY></HTML>
----=_NextPart_000_00FD_01C7496B.A7C21030--
```

Subject: Re: Autotune in Cubase Posted by audioguy\_editout\_ on Tue, 06 Feb 2007 03:16:54 GMT View Forum Message <> Reply to Message

I wouldn't say "no artifacts" but the results are really good... but I doubt if I would use it to re-pitch or re-time a song on an album... just individual tracks. The guy giving the demo at NAMM turned a regular 4 on the floor tune into a shuffle with it. If you wanted to use it for realigning drum tracks ala Beat Detective, the Studio version would work best.

David.

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               >> http://www.polesoft.com/refer.html
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Subject: Re: Autotune in Cubase Posted by Tom Bruhl on Tue, 06 Feb 2007 04:04:17 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_011D\_01C74979.F6760A70 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

Oh it does that too?!!! That sounds even better!

Cool stuff. I'll be checking it out.

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message = news:45c7f392@linux...

I wouldn't say "no artifacts" but the results are really=20 good... but I doubt if I would use it to re-pitch or re-time=20 a song on an album... just individual tracks. The guy=20 giving the demo at NAMM turned a regular 4 on the floor tune=20 into a shuffle with it. If you wanted to use it for=20 realigning drum tracks ala Beat Detective, the Studio=20 version would work best.

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              >> http://www.polesoft.com/refer.html
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-----=_NextPart_000_011D_01C74979.F6760A70
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>Oh it does that too?!!!&nbsp; That =
sounds even=20
better!</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Cool stuff.&nbsp; I'll be checking it=20
out.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></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>"Dave(EK Sound)" &lt;<A=20
href=3D"mailto:audioguy editout @shaw.ca">audioguy editout @shaw.ca</A>&g=
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in<BR>&gt;&nbsp;&nbsp;&nbsp; message <A=20
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the<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
rack=20
space...<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     > Maybe 1.3 will=20
do...<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
> I really like realtime =
everything.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     > Poor old analog=20
me<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
```

```
>    =2 0
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
>     "Mark McCurdy" <<A=20
href=3D"mailto:mark@mccurdy.net">mark@mccurdy.net</A><BR>&qt;&nbsp;&nbsp;=
  =20
A = 
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt; &lt;<A=20
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt;<BR>&gt;&=
nbsp;   =20
>    <<A=20
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt;&gt; =
wrote=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
&qt;    message <A=20
href=3D"news:45c7a9df@linux">news:45c7a9df@linux</A>...<BR>&qt;&nbsp;&nbs=
p;   =20
>         
quess is it=20
won't work as well.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&at:     =
><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     =
><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
Sound"=20
t < A = 20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A><BR>&gt;&nbsp;&nbsp;=
  =20
&lt:<A =
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt; &lt;<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
>    <<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
```

```
>    message <A=20
href=3D"news:45c79b4c@linux">news:45c79b4c@linux</A>...<BR>&gt;&nbsp;&nbs=
p;   =20
>         
&at:l=20
seriously doubt if the Melodyne plug would work=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
Paris...=20
it<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
&at:&nbsp:&nbsp:&nbsp: =
utilizes<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
>VST=20
V2.4  Melodyne is also available as a stand=20
alone<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
app... maybe<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         =20
that<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>     >would be a better bet for=20
vou.<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>     =
><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>     >     
&qt = 20
David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=2 0
>          
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>     > Tom Bruhl=20
wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=2 0
>         
&at:&at:=20
Anybody using Melodyne in Paris =
here?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
&qt;&qt;=20
Is it totally functional except for=20
automation?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
>>=20
I'm pretty sick of Autotune 1.3 and the usual=20
work<BR>&gt;&nbsp;&nbsp;&nbsp;=20
arounds.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
```

```
>          
 &at:&at:&nbsp: Good to go in =
Paris?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >          
 &gt:&gt:<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >          
 >>    "EK Sound" <<A=20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A><BR>&qt;&nbsp;&nbsp;=
&nbsp:&nbsp:=20
 t < A = 20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
 >    <<A=20
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt; =
&lt:<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
 &qt;      &qt;     <<A =
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
&gt:    =20
 >      >>     =
message <A=20
 =
href=3D"news:45c77878$1@linux">news:45c77878$1@linux</A>...<BR>&gt;&nbsp;=
&nbsp:&nbsp:&nbsp:=20
 >          
 >>    Autotune 5 now has time locked =
graphical=20
 mode.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 Previously, <BR> &gt; &nbsp; &
 >         =20
 Autotune<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=2 0
 >         
 >>    was unable to extract the timebase =
from=20
 the<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
 project<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    (I=20
 guess<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
 >    DX =
```

```
does<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>    not support this). Now that it is =
VST,=20
they<BR>&gt;&nbsp;&nbsp;&nbsp; are able=20
to<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>    include=20
this.<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>    =2 0
>>       Previously, you would =
have to=20
work from the <BR > &gt; &nbsp; &nbsp; &nbsp; &nbsp; = 20
exact<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>    same=20
point<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>          =20
everytime... which is why they generally=20
recommend<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
you work<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
one<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>      >>     =
line at a=20
time, and render each line when you =
have<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>    =
finished<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         =20
tuning.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=20
>          
>>     With version 5, you can work on any =
point=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; the=20
time<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
line<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>    with =
no<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      >     =2 0
>>    troubles.  That being said, =
Melodyne=20
kicks the<BR>&gt;&nbsp;&nbsp;&nbsp;anbsp;=20
```

```
snot<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    out=20
of<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>    =
Autotune!!<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>    =
David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&at:          
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>    Chris Ludwig=20
wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>     > Haven't tried it but I =
think only=20
the<BR>&gt;&nbsp;&nbsp;&nbsp; newest=20
VST<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
version=20
of<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>      >>     =
autotune=20
has<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>     =
>>     >=20
a functional graphical mode.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&qt;      &qt;    =2 0
>>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
&gt:     =
&gt:>     &gt:=20
Chris<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>     =
>>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
&gt:    =20
>     =
>>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>     =
```

```
>>     >=20
Don Nafe wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
&qt;&qt;    =20
&gt:<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
&gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>>    =20
>> Hi guys<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>    =20
&at:&at:<BR> &at:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
>          
>>      >> Cubase newbie=20
here<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
&gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>>    =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
&qt;      &qt;    =2 0
>>      >> just wondering if =
there's a=20
trick to using<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>    graphical mode=20
in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>     =
>>    =20
>> Cubase...I tried running it on a=20
simple<BR>&gt;&nbsp;&nbsp;&nbsp; vocal=20
track<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>    staring =
at<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
&at:&at:&nbsp:&nbsp:&nbsp: "0" =
and<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>     >> I see the graph =
showing up=20
after the vocals<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>        
start...about=20
a 1/2<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:    =20
>          
second<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>
```

```
>>     >> or=20
so.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
>     =
&gt:&gt:&nbsp:&nbsp:&nbsp:&nbsp:&amp:nbsp:=20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>     >> Am I missing something =
here?<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
&at:&nbsp:&nbsp:&nbsp:&nbsp: =
>>    =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>     >>=20
DOn<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
>     =
>>    =20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>>    =20
><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
&gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>          
>><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>         
>>=20
I choose Polesoft Lockspam to fight spam, and=20
you?<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
>     >> <A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
>      ></BLOCKQUOTE></BODY></HTML>
----=_NextPart_000_011D_01C74979.F6760A70--
```

Subject: Re: Autotune in Cubase

Posted by audioguy\_editout\_ on Tue, 06 Feb 2007 04:50:39 GMT

Yes, it has a time alignment / quantizing feature that can shift a vocal so it lines up with the time base of the project. It actually will stretch each note (or drum hit/decay) so that it fills in the gaps. Much easier to use than beat detective IMHO. To do this with a fully mic'd up kit ( > 8 tracks) you would need the studio version.

Here is the line feature comparison:

http://www.celemony.com/cms/index.php?id=product\_comparison& amp;L=0

### David.

## Tom Bruhl wrote:

- > Oh it does that too?!!! That sounds even better!
- > Cool stuff I'll be absolving it out
- > Cool stuff. I'll be checking it out.
- >
- > "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca
- > <mailto:audioguy\_editout\_@shaw.ca>> wrote in message
- > news:45c7f392@linux...
- > I wouldn't say "no artifacts" but the results are really
- > good... but I doubt if I would use it to re-pitch or re-time
- > a song on an album... just individual tracks. The guy
- > giving the demo at NAMM turned a regular 4 on the floor tune
- > into a shuffle with it. If you wanted to use it for
- > realigning drum tracks ala Beat Detective, the Studio
- > version would work best.
- > David.
- >

- > Tom Bruhl wrote:
- > David.
- > > Wow! So no artifacts across a whole mix? Can you alter speed
- > without altering pitch? That's the ticket for me.
- > >
- > So for effecting vocal channels and possibly a whole mix for tempo
- > with use in Paris and Cubase which version would you suggest?
- > I guess I only need one channel (stereo) if it has to process
- > offline
- > all the time.
- > > Am I right?
- **>** >
- > Sounds like studio is the full mix version that I'd want huh?
- > > Thanks for the info.

> Tom > > > > > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com> <mailto:askme@nospam.com>> wrote in > message news:45c7bfd2\$1@linux... > It really depends on what you are using it for. The plugin > > has all > the standard features, whereas the "essential" and "uno" > versions only > offer manual pitch correction. The Cre8 version is good if > vou want > to make backing vocal tracks from a lead vocal, without > having to have > several plugins open at one time. The Studio version is just > > > that, a fully featured recording and editing package. The quality is > > the same > regardless of the version. The one thing that Studio does that the others don't do is manipulating polyphonic files, like > guitars, keys, > or even entire mixes. The time manipulation capabilities on > a full > > mix is nothing short of amazing. > > For most "tuning" uses, the plugin works great. > > David. > > > Tom Bruhl wrote: > David. > > > So there's no real-time automatic mode? Maybe standalone > on my Paris comp > > > is the way to go then. A friend of mine has the full > blown version > > around here. > I'll have to get a demo from him. He loves it with Logic. > > > Is the polyphonic version as good quality as it gets? > > Worth the extra cash? > > > Tom >

"EK Sound" <askme@nospam.com <mailto:askme@nospam.com>

The PARIS Forums

Page 61 of 89 ---- Generated from

- > <mailto:askme@nospam.com>
- > > <mailto:askme@nospam.com>> wrote in
- > > message news:45c7b357@linux...
- > > Just to explain... the Melodyne plugin has to "record" the
- > > track from
- > > the host first... in real time. Then you can
- > manipulate the
- > > sound
- > > during playback. One issue here... if you try to go
- > back to
- > > the track
- > > (not that you need to) and make additional edits,
- > these edits
- > > will
- > > have to be recorded into Melodyne again. You would
- > lose what
- > > work you
- > > have already done. Rule of thumb is to make sure your
- > edits are
- > > finished, then "polish" with the Melodyne plug.
- > > >
- > > David.
- > > >
- > > Tom Bruhl wrote:
- > > Okay then via spdf to Cubase and back then?
- > Realtime in auto
- > > mode anyway?
- > > > I guess I'll have to render and drag over to Cubase for
- > > processing
- > > otherwise huh?
- > > > I think I need another MEC now that I think of it.
- > Good
- > > for another
- > > > ADAT and SPDF
- > > with Paris/XP. I'll have to lose the last ADAT XT
- > 20 for the
- > > rack space...
- > > > Maybe 1.3 will do...
- > > >
- > > > I really like realtime everything.
- > > Poor old analog me
- > > >
- > > >
- > > >
- > > > "Mark McCurdy" <mark@mccurdy.net
- > <mailto:mark@mccurdy.net>
- > < mailto:mark@mccurdy.net> < mailto:mark@mccurdy.net>
- > > <mailto:mark@mccurdy.net>> wrote in

```
message news:45c7a9df@linux...
>
    >
                  My guess is it won't work as well.
>
    >
         >
              >
>
    >
         >
              >
>
              >
                  "EKE Sound" <askme@nospam.com
>
    <mailto:askme@nospam.com>
>
         <mailto:askme@nospam.com> <mailto:askme@nospam.com>
>
              <mailto:askme@nospam.com>> wrote in
>
                  message news:45c79b4c@linux...
         >
>
    >
                   >I seriously doubt if the Melodyne plug would
              >
>
    >
    work in
>
             Paris... it
    >
         >
>
              >
                  utilizes
>
    >
         >
                   >VST V2.4 Melodyne is also available as a
         >
    >
>
    stand alone
>
>
         >
             app... maybe
                  that
>
              >
                   >would be a better bet for you.
              >
>
    >
         >
>
    >
         >
              >
                   > David.
>
              >
>
    >
              >
         >
                   > Tom Bruhl wrote:
>
              >
    >
                   >> Anybody using Melodyne in Paris here?
>
              >
                   >> Is it totally functional except for automation?
    >
              >
>
         >
                   >> I'm pretty sick of Autotune 1.3 and the
>
    usual work
>
         arounds.
    >
>
                   >> Good to go in Paris?
              >
>
              >
>
    >
         >
                   >>
                   >>
                         "EK Sound" <askme@nospam.com
>
    <mailto:askme@nospam.com>
>
         <mailto:askme@nospam.com>
>
    >
             <mailto:askme@nospam.com> <mailto:askme@nospam.com>
>
                  <mailto:askme@nospam.com>> wrote in
>
                         message news:45c77878$1@linux...
              >
                   >>
>
    >
         >
                         Autotune 5 now has time locked
              >
                   >>
>
    graphical mode.
>
             Previously,
>
         >
    >
                  Autotune
>
                        was unable to extract the timebase from the
>
    >
         >
         project
>
    >
             (I guess
>
         >
                  DX does
>
    >
              >
         >
                         not support this). Now that it is VST, they
              >
                   >>
>
    >
         >
         are able to
>
    >
                  include this.
              >
>
         >
         >
                          Previously, you would have to work
    >
              >
                   >>
    from the
```

```
exact
>
     >
              same point
>
    >
          >
                          everytime... which is why they
    >
          >
               >
                    >>
>
    generally recommend
>
              you work
>
          >
          >
               >
                   on one
>
     >
                          line at a time, and render each line
                    >>
>
    when you have
>
              finished
>
     >
          >
                   tuning.
>
     >
          >
               >
     >
          >
                    >>
                          With version 5, you can work on any
>
    point in
>
         the time
>
    >
              line
>
     >
          >
                   with no
     >
          >
>
>
     >
          >
                    >>
                          troubles. That being said, Melodyne
    kicks the
>
         snot
>
     >
              out of
          >
>
     >
                   Autotune!!
>
     >
          >
               >
>
     >
               >
                    >>
          >
                          David.
>
     >
               >
                    >>
>
               >
                    >>
                          Chris Ludwig wrote:
>
     >
               >
                    >>
          >
>
     >
               >
                    >>
                          > Haven't tried it but I think only the
         newest VST
>
     >
              version of
>
     >
          >
                          autotune has
     >
                    >>
>
                    >>
                          > a functional graphical mode.
     >
          >
               >
>
     >
          >
               >
                    >>
                          > Chris
                    >>
>
     >
          >
               >
                    >>
                          >
>
     >
               >
                    >>
          >
                          > Don Nafe wrote:
>
                    >>
>
     >
          >
               >
                    >>
                          >> Hi guys
>
               >
                    >>
>
     >
                    >>
                          >> Cubase newbie here
>
     >
               >
                    >>
          >
>
                    >>
                          >> just wondering if there's a trick
>
     >
          >
                    >>
    to using
>
              graphical mode in
>
     >
          >
                           >> Cubase...I tried running it on a simple
>
               >
                    >>
     >
          >
         vocal track
>
    >
                   staring at
>
    >
          >
               >
                          "0" and
                    >>
>
               >
          >
                          >> I see the graph showing up after
    >
          >
                    >>
    the vocals
```

```
start...about a 1/2
>
                   >>
                         second
>
         >
              >
    >
                         >> or so.
>
         >
              >
                   >>
                   >>
                         >> Am I missing something here?
>
              >
                   >>
         >
              >
                   >>
                         >>
>
    >
         >
    >
              >
                   >>
                         >> DOn
>
         >
                   >>
                         >>
>
    >
         >
              >
                   >>
>
    >
              >
         >
                   >>
>
         >
                   >>
                   >> I choose Polesoft Lockspam to fight spam,
              >
>
    >
         >
    and you?
>
                   >> http://www.polesoft.com/refer.html
>
    >
    >
         >
              >
```

Subject: Re: Autotune in Cubase
Posted by audioguy\_editout\_ on Tue, 06 Feb 2007 04:51:58 GMT
View Forum Message <> Reply to Message

Here is a link to some online demos...

http://www.celemony.com/cms/index.php?id=256

David.

```
Tom Bruhl wrote:
> Oh it does that too?!!! That sounds even better!
>
> Cool stuff. I'll be checking it out.
>
>
    "Dave(EK Sound)" <audioguy_editout_@shaw.ca
>
    <mailto:audioguy_editout_@shaw.ca>> wrote in message
>
    news:45c7f392@linux...
>
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- > message news:45c7bfd2\$1@linux...
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message news:45c77878\$1@linux... > Autotune 5 now has time locked > >> > graphical mode. > Previously, > > > Autotune > > > > > >> was unable to extract the timebase from the > > > project > > (I guess > > > DX does > > > > not support this). Now that it is VST, they > > >> > > are able to include this. > > > >> Previously, you would have to work > > > > from the > exact > > > > > same point everytime... which is why they >> > > generally recommend > you work > > on one > line at a time, and render each line > > > > >> when you have > finished > > > tuning. > > > > With version 5, you can work on any > > >> > point in the time > > line > > with no > > troubles. That being said, Melodyne > > > > >> kicks the > > > snot out of > > > > Autotune!! > > > > >> David. > > >> > > > >> Chris Ludwig wrote: > > > >> > > Haven't tried it but I think only the > > >> newest VST > > version of > > > autotune has > > > >> > a functional graphical mode. > > >> > > > > > > >> > Chris > > > > >> > >> > > >> >

>>

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                          >> Hi guys
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    and you?
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                    >> http://www.polesoft.com/refer.html
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Subject: Re: Autotune in Cubase Posted by David L on Tue, 06 Feb 2007 05:42:45 GMT View Forum Message <> Reply to Message

What I do is create a new audio track, cut the offending vocal phrase, and paste a copy to the new track.

Insert Autotune.

Select the segment and press P (which puts the in/out markers at the beginning and end of the segment)

Go to the in marker, open Autotune, go to graphical mode, then tell it to track the audio.

Press play, then stop at the end of the audio.

Now the trick is to ALWAYS begin playback at the "in" marker.

When you have it the way you want it, set Autotune to correct the audio, then solo the segment and render it, adding it to the project.

On 5-Feb-2007, "Don Nafe" <dnafe@magma.ca> wrote:

- > just wondering if there's a trick to using graphical mode in Cubase...I
- > tried running it on a simple vocal track staring at "0" and I see the
- > graph
- > showing up after the vocals start...about a 1/2 second or so.

Subject: Re: Autotune in Cubase

Posted by Don Nafe on Tue, 06 Feb 2007 11:50:17 GMT

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That's exactly what I have done, but as soon as I hit play to start working on the track I notice the audio is not lining up with the graph in Auto tune (1/2 a second ahead)...also when I hit stop auto tune returns to the start point and then the curser line starts moving across the graph again..

This is really weird because just before Christmas I was attempting to repair a vocal line and it worked like a charm....very odd

"David L" <david@revealaudio.com> wrote in message news:45c815bc@linux...

- > What I do is create a new audio track, cut the offending vocal phrase, and
- > paste a copy to the new track.
- > Insert Autotune.
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Subject: Re: Autotune in Cubase Posted by Mark McCurdy on Tue, 06 Feb 2007 13:28:57 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0012\_01C749C0.769D5780 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

Yep, I've used it numerous times for quantizing live drum mixes and it =

to use. =20

There are few plugs I would label as a "magic wand" but this is one is = just that. =20

works great. Cubase has audio quantizing but this is guicker and easier =

I was working on vocal mixes last night and I'm just blown away how = great this program works. This poor girl singing kept going sharp on me. = I put it in staff view and set the key sig and there they were ... all = the accidentals in plain view ... take the mouse and drag to the correct = note and wa la! =20

"Tom Bruhl" <arpegio@comcast.net> wrote in message = news:45c7fe93@linux...

Oh it does that too?!!! That sounds even better!

Cool stuff. I'll be checking it out.

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message = news:45c7f392@linux...

I wouldn't say "no artifacts" but the results are really=20 good... but I doubt if I would use it to re-pitch or re-time=20 a song on an album... just individual tracks. The guy=20 giving the demo at NAMM turned a regular 4 on the floor tune=20 into a shuffle with it. If you wanted to use it for=20 realigning drum tracks ala Beat Detective, the Studio=20 version would work best.

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and you?
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                >> http://www.polesoft.com/refer.html
-----=_NextPart_000_0012_01C749C0.769D5780
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 6.00.5730.11" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Yep, I've used it numerous times for =
quantizing=20
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<DIV>&nbsp:</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" &It;<A=20
 href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&qt; wrote =
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right?<BR>&gt;&nbsp;=20
  <BR>&gt; Sounds like studio is the full mix version that I'd want=20
  huh?<BR>&gt; Thanks for the info.<BR>&gt; Tom<BR>&gt;&nbsp; <BR>&gt; =
  <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; "EK Sound" &lt;<A=20
  href=3D"mailto:askme@nospam.com">askme@nospam.com</A> &lt;<A=20
  href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
  in<BR>&gt;&nbsp;&nbsp;&nbsp; message <A=20
href=3D"news:45c7bfd2$1@linux">news:45c7bfd2$1@linux</A>...<BR>&qt;&nbsp;=
   =20
  It really depends on what you are using it for.   The plugin has =
  all<BR>&gt;&nbsp;&nbsp;&nbsp; the standard features, whereas =
the=20
  "essential" and "uno" versions only<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
offer=20
  manual pitch correction.   The Cre8 version is good if you=20
  want<BR>&gt;&nbsp;&nbsp;&nbsp; to make backing vocal tracks =
from a=20
  lead vocal, without having to have<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=
several=20
  plugins open at one time.  The Studio version is just that,=20
  a<BR>&gt;&nbsp;&nbsp;&nbsp; fully featured recording and =
editing=20
  package. & nbsp: The quality is the =
same<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
  regardless of the version.   The one thing that Studio does that =
  the<BR>&gt;&nbsp;&nbsp;&nbsp; others don't do is manipulating=20
  polyphonic files, like guitars, =
keys, <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; or=20
  even entire mixes.&nbsp: The time manipulation capabilities on a=20
  full<BR>&gt;&nbsp;&nbsp;&nbsp; mix is nothing short of=20
  amazing.<BR>&gt; <BR>&gt;&nbsp;&nbsp;&nbsp; For most "tuning" =
uses,=20
  the plugin works great.<BR>&gt; <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
  David.<BR>&gt; <BR>&gt;&nbsp;&nbsp;&nbsp; Tom Bruhl=20
```

```
wrote:<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
  David, <BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; So there's no =
real-time=20
  automatic mode?  Maybe standalone on =
my<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
  Paris comp<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; is the way to =
go=20
  then.  A friend of mine has the full blown=20
  version<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; around=20
  here.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; I'll have to get a =
demo=20
 from him.&nbsp: He loves it with=20
  Logic.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
  <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; &gt; Is the polyphonic =
version as=20
  good quality as it gets?  Worth =
the<BR>&gt;&nbsp;&nbsp;&nbsp;=20
  extra cash?<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
  Tom<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
  <BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;=20
  <BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
  ><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    "EK=20
  Sound" &It:<A href=3D"mailto:askme@nospam.com">askme@nospam.com</A> =
&lt:<A=20
  =
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;  =20
  A = A > 14
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&qt;&qt;=20
  wrote in<BR>&qt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
  message <A=20
href=3D"news:45c7b357@linux">news:45c7b357@linux</A>...<BR>&gt;&nbsp;&nbs=
p:&nbsp:&nbsp:=20
  &qt;    Just to explain... the Melodyne plugin =
has to=20
  "record" the<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; track=20
  from<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    the=20
  host first... in real time.  Then you can manipulate=20
  the<BR>&gt;&nbsp;&nbsp;&nbsp;=20
  sound<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
  during playback.  One issue here... if you try to go back=20
  to<BR>&gt;&nbsp;&nbsp;&nbsp; the=20
  track<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
```

```
>   =20
 (not that you need to) and make additional edits, these=20
 edits<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 will<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:&nbsp:&nbsp:&nbsp: have=20
 to be recorded into Melodyne again.   You would lose=20
 what<BR>&gt;&nbsp;&nbsp;&nbsp; work=20
 you<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    have=20
 already done.   Rule of thumb is to make sure your edits=20
 are<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&at:&nbsp:&nbsp:&nbsp:=20
 finished, then "polish" with the Melodyne=20
 plug.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 ><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 ><BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    Tom=20
 Bruhl wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >      > Okay then via spdf to Cubase =
and=20
 back then?  Realtime in =
auto<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >    mode=20
 anyway?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     > I guess I'll have to render =
and drag=20
 over to Cubase for<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;=20
 processing<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     > otherwise=20
 huh?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >      > I think I need another MEC =
now that=20
 I think of it.  Good<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; for=20
 another<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     > ADAT and=20
 SPDF<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     > with Paris/XP.  I'll =
have to=20
 lose the last ADAT XT 20 for =
the<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:    rack=20
 space...<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:     > Maybe 1.3 will=20
 do...<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
  >    =2 0
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
```

```
>     > I really like realtime=20
 everything.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     > Poor old analog=20
 me<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
  &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=2 0
  >    =2 0
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >        
"Mark=20
 McCurdy" <<A=20
href=3D"mailto:mark@mccurdy.net">mark@mccurdy.net</A><BR>&gt;&nbsp;&nbsp;=
 &nbsp:=20
 A = A > 14
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt; &lt;<A=20
href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt;<BR>&gt;&=
nbsp;   =20
 >    <<A=20
 href=3D"mailto:mark@mccurdy.net">mailto:mark@mccurdy.net</A>&gt;&gt; =
wrote=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >    message <A=20
href=3D"news:45c7a9df@linux">news:45c7a9df@linux</A>...<BR>&gt;&nbsp;&nbs=
p;  =20
 &qt;      &qt;    My =
guess is=20
 it won't work as well.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=20
  >    =2 0
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
  &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 &gt:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;      &qt;    "EKE =
Sound"=20
 &lt:<A=20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A><BR>&gt;&nbsp;&nbsp;=
  =20
 A = A > 14
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt; &lt;<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
```

```
>    <<A=20
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >    message <A=20
href=3D"news:45c79b4c@linux">news:45c79b4c@linux</A>...<BR>&gt;&nbsp;&nbs=
p;   =20
 >     =
>     >l=20
 seriously doubt if the Melodyne plug would work=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
 Paris... it<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=20
 >         
 utilizes<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 &qt;     =
>    =2 0
 > VST V2.4  Melodyne is also available as a stand=20
 alone<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 app... maybe<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >         =20
 that<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 > would be a better bet for =
you.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;     =
>    =20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>     >=20
 David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>     >=20
 Tom Bruhl wrote: <BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
&gt:    =20
 >> Anybody using Melodyne in Paris=20
 here?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >> Is it totally functional except for=20
```

```
automation?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >> I'm pretty sick of Autotune 1.3 and the usual=20
 work<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 arounds.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 >>  Good to go in =
Paris?<BR> &qt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;     =
&at:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>    "EK Sound" <<A=20
href=3D"mailto:askme@nospam.com">askme@nospam.com</A><BR>&qt;&nbsp;&nbsp;=
  =20
 t < A = 20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
 &gt:&nbsp:&nbsp:&nbsp: &lt:<A=20
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt; =
&lt:<A=20
href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;<BR>&gt;&=
nbsp;   =20
 >        
&lt:<A=20
 href=3D"mailto:askme@nospam.com">mailto:askme@nospam.com</A>&gt;&gt; =
wrote=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >      >>     =
message=20
 < A = 20
href=3D"news:45c77878$1@linux">news:45c77878$1@linux</A>...<BR>&gt;&nbsp;=
   =20
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 >>    Autotune 5 now has time locked =
graphical=20
 mode.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 Previously, <BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
```

```
>     >    =20
 Autotune<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>    was unable to extract the timebase =
from=20
 the<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 project<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 (I quess<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >      >     DX=20
 does<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>    not support this). Now that it is =
VST,=20
 they<BR>&gt;&nbsp;&nbsp;&nbsp; are able=20
 to<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >    include=20
 this.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;anbsp;=20
 >     =
>    =2 0
 >>       Previously, you would =
have to=20
 work from the <BR > &gt; &nbsp; &nbsp; &nbsp; &nbsp; = 20
 exact<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
 same point<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;     =
>    =20
 >>    everytime... which is why they =
generally=20
 recommend<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 you work<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >         
 one<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >      >>    
line at=20
 a time, and render each line when you=20
 have<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 finished<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20
 >         
 tuning.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
```

```
>    =20
 >>     With version 5, you can work on any =
point=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp; the=20
 time<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
>   =20
 line<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >         
 no<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >         =20
 troubles.  That being said, Melodyne kicks=20
 the<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 snot<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    out=20
 of<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >   =20
 Autotune!!<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 &gt:&gt:&nbsp:&nbsp:&nbsp:=20
 David.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>    Chris Ludwig=20
 wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >>     > Haven't tried it but I =
think=20
 only the<BR>&gt;&nbsp;&nbsp;&nbsp; anbsp; newest=20
 VST<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>   =20
 version of<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 &qt;&qt;    autotune=20
 has<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >     =
```

```
>>    =20
 > a functional graphical =
mode.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =20
 >>     =20
 &gt:<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >     =
>    =2 0
 >>     >=20
 Chris<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>    =20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =20
 &qt;&qt;    =20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>      > Don Nafe=20
 wrote:<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 >>    =20
 ><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>     >> Hi=20
 quys<BR> &qt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>     =20
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
>    =2 0
 >>      >> Cubase newbie=20
 here<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>     =20
 &gt:&gt:<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >     =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >>     >> just wondering if =
there's a=20
 trick to using<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
```

```
>    graphical mode=20
 in<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
 >     =
&gt:&gt:&nbsp:&nbsp:&nbsp:&nbsp:&amp:nbsp:=20
 >> Cubase...I tried running it on a=20
 simple<BR>&gt;&nbsp;&nbsp;&nbsp; vocal=20
 track<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;     &qt;     =
staring=20
 at<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
&at:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >     >>     =
"0"=20
 and<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >     =
>>    =20
 >> I see the graph showing up after the=20
 vocals<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >         =20
 start...about a 1/2<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &gt:&nbsp:&nbsp:&nbsp:&nbsp: =
&gt:    =20
 >>   =20
 second<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20
 >     =
>    =2 0
 >>     >> or=20
 so.<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp; =
>    =2 0
 >     =
>>    =20
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >>      >> Am I missing =
something=20
 here?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >>     =20
 &gt:&gt:<BR> &gt:&nbsp:&nbsp:&nbsp;&nbsp;&nbsp:=20
 >     =
&gt:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >>     >>=20
 DOn<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;
>    =2 0
```

```
>     =
>>    =20
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =20
 >>     =20
 &gt:<BR> &gt:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:=20
 >     =
>    =2 0
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 &qt;     =
>    =2 0
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 >><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =2 0
 > > I choose Polesoft Lockspam to fight spam, and=20
 you?<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
>    =20
 >> <A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A><BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;=2 0
 >     =
></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>
----= NextPart 000 0012 01C749C0.769D5780--
```