
Subject: Anyone game for some drum editing?

Posted by [Dan B](#) on Tue, 26 Sep 2006 21:16:45 GMT

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Hi,

I am interested in what services some of you may be able to offer in relation to multi-track drum editing.

Since I'm a Paris user I thought it'd be good to ask the group to see what editing servies might be available. I'm in the UK but am happy to work remotely on this (e.g. by sending files by post on DVD).

During a recent session, I recorded a drummer playing some drum tracks to a click (multi-tracked to 12 x 24 bit wav files). Unfortunately the performances are not tight enough and need micro-editing, either by hand, or perhaps using Cubase SX3's audio quantising / ProTools Beat Mapper or similar). I suspect the former would give the best results, but since the playing is off throughout most of the performance, this could be rather time consuming. Sensitivity will need to be paid to the groove and feel of the music, rather than a straight 100% iterative quantize.

The drum parts are generally very simple. The style is hard to describe, but broadly speaking it is alternative folk, but with rock / jazz / world and other influences. Each song is under 5 minutes; and there are between 1 and 5 songs requiring attention.

I'd be grateful if you could let me know what services you can offer that might be of assistance, what your proposed working method would be and what your rates for each of them would be, both per hour and per song. It would also be useful to have an idea of how long the project would take you to complete (i.e. not just the working hours but estimated time to overall completion).

Unfortunately the band this is for is currently unsigned and so the budget is somewhat limited. They are, however, quite perfectionist and interested in obtaining a professional product.

Many thanks in advance.

Kind regards,

Daniel

daniel_burne@yahooNOSPAM.com (just delete the no spam).

Subject: Re: Anyone game for some drum editing?

Posted by [Don Nafe](#) on Tue, 26 Sep 2006 22:21:54 GMT

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\$0.10 per edit per track per song

;-)

Don

ps. I can do it, and do it well but it's not one of my favorite things to

do...and I'm a drummer!

"dan b" <daniel_burneNOSPAM@yahoo.com> wrote in message
news:451998bd\$1@linux...

>
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Subject: Re: Anyone game for some drum editing?
Posted by [Aaron Allen](#) on Wed, 27 Sep 2006 01:20:18 GMT
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If you've never done this, let me offer a big gotcha I've run into before you blow a wad of cash on edits.

If the other tracks are playing to these 'grooves', you'll be redoing them too. Reason? Once you move the drums around the other parts will need to follow it because that timing reference is now gone.

However, if you played the other guys in on the click, that's a good thing.

AA

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news:451998bd\$1@linux...

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Subject: Re: Anyone game for some drum editing?
Posted by [Gantt Kushner](#) on Wed, 27 Sep 2006 02:56:57 GMT
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All that said, my first question would be - Is it possible to hire a better drum to come in and replace the existing drums? My guess is that it wouldn't be more expensive than hiring someone to edit the drums you already have. I'd be happy to do it for you, but I charge \$75 per hour and drum editing is painstaking work...

Good luck!

Gantt

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Subject: Re: Anyone game for some drum editing?
Posted by [Neil](#) on Wed, 27 Sep 2006 03:09:26 GMT
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You & Aaron both make some good points... these guys could EASILY spend more \$\$\$ in edits than on re-tracking the whole thing - and they still may have to retrack the "other than drums" parts.

These guys are picky & want to do it right, but can't nail it themselves? Here's my advice in that scenario, FWTFIW:

- 1.) get a MIDI track going with a rudimentary programmed drum track for the rest of the guys to play with.
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They don't have to nail everything down perfectly locked if you want it to swing a little.

In this case, I think that'd be the best way to go... and probably the least expensive, as well. Either way, you're gonna have to retrack the other instruments if you edit the drums - if they're as off as much & as often as you say they are.

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"Gantt Kushner" <ganttmann@comcast.net> wrote:

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Posted by [Dan B](#) on Wed, 27 Sep 2006 08:47:48 GMT
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Subject: Re: Anyone game for some drum editing?
Posted by [rick](#) on Wed, 27 Sep 2006 09:00:16 GMT
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"and I'm a drummer"...and you seemed so normal...wow...

On Tue, 26 Sep 2006 18:21:54 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

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>

>;-)

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>Don

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Subject: Re: Anyone game for some drum editing?
Posted by Nil on Wed, 27 Sep 2006 12:59:37 GMT
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Dan, just curious:

a.) How many tracks are the drums themselves on?

b.) How did the singer record vocals to the drums only (i.e.: with no pitch reference from any instruments)?

Not that one question has anything to do with the other, but I was just wondering.

Neil

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Subject: Re: Anyone game for some drum editing?
Posted by [John \[1\]](#) on Wed, 27 Sep 2006 16:38:54 GMT
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Time

Pick 2

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Subject: Re: Anyone game for some drum editing?
Posted by [Dan B](#) on Wed, 27 Sep 2006 18:58:03 GMT
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Lol!

I think we're heading towards re-recording the drums (with a session drummer).
Probably easier and much better results! I guess we went with option 1!

Neil - drums are recorded across 12 channels (though probably unnecessary to use them all). Not the greatest selection of mics, but that's the extent of the mic cupboard:

AKG D112 inside Kick
Shure SM57 outside Kick (poorly positioned, however!)
Shure SM57 Snare top
Shure SM57 Snare bottom
2 x Studio Projects C4s as XY stereo overheads
AKG C1000s Ride
AKG C1000s Crash
AT4033a Hi Hat
AKG C418 Hi Tom
AKG C418 Mid Tom
AKG C418 Low Tom

As for qu 2: Guitar guitar recorded to a click; then guide vocals; then drums.
Then we'll re-record everything (drums apart). A little long winded, but getting the band in the same room together at the same time proved impossible. Fortunately not a band politics issue - more a schedule thing!

Best wishes,
Dan

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