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Subject: Stupid or brilliant?

Posted by [cujo](#) on Thu, 07 Sep 2006 12:14:02 GMT

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Ok, I am really wanting to crush a drum group.

Has anyone tried this? and if so is there a drawback?

Bounce a mix with just the drums on, or add a little bass and bring it back in to paris on 2 channels on the same EDS card as the drums and bass of course, and crush those 2 channels with say 1176's...seems simple of course you;d have to start the bounce from ground zero exactly or there would be phase issues.

Besides the extra step and watsed channels, is there a drawback?

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Subject: Re: Stupid or brilliant?

Posted by [Deej \[1\]](#) on Thu, 07 Sep 2006 13:21:10 GMT

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Just keep the original drum & bass tracks in the submix (hopefully there aren't more than 14) so you can have some felxibility if you need to make some adjustments during the mix.

Deej

"Cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message news:45000d0a@linux...

>

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Subject: Re: Stupid or brilliant?

Posted by [cujo](#) on Thu, 07 Sep 2006 13:31:18 GMT

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Oh yeah, I meant use bothe the original tracks and belnded compressed drum

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"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

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Subject: Re: Stupid or brilliant?

Posted by [Deej \[1\]](#) on Thu, 07 Sep 2006 14:17:06 GMT

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I use a parallel compression scenario (sometimes called New York compression, I think) where I strap a Sony V77 digitally across an aux bus on the drum submix. There is a preset on this machine that is quite amazing called Drum Room. It's got ambience and compression settings that are an excellent starting point for creating a huge sound. I just enable this aux on whatever channels I want to effect and the crank the send levels to the point where this sits well with the existing tracks. It's ironic that I spent lots of \$\$\$ putting this Cubase rig together sdo I could compress drum submixes in real time in Cubase and then return them to Paris and nowadays I don't even do it at all. If Paris had delay compensation for UAD-1 cards, I wouldn't be using Cubase at all in a mix.

Go figure.

;o)

"cujo" <chris@nospamapplemanstudio.com> wrote in message  
news:45001f26\$1@linux...

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> Oh yeah, I meant use both the original tracks and belnded compressed drum  
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Subject: Re: Stupid or brilliant?  
Posted by [rick](#) on Thu, 07 Sep 2006 14:22:49 GMT  
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pretty standard. you can even try bringing the smashed drums in as a  
mono file to mix in with the unprocessed.

On 7 Sep 2006 23:31:18 +1000, "cujo" <chris@nospamapplemanstudio.com>

wrote:

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Subject: Re: Stupid or brilliant?  
Posted by [Don Nafe](#) on Thu, 07 Sep 2006 14:25:30 GMT  
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I'll go one step further and add reverb to the snashed kit to place it  
front to back in the mix

Nice treatment

Don

"rick" <parnell68@hotmail.com> wrote in message  
news:ona0g2t57aj9njr1I3jjadsuhicak54rn0@4ax.com...  
> pretty standard. you can even try bringing the smashed drums in as a  
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Subject: Re: Stupid or brilliant?  
Posted by [John \[1\]](#) on Thu, 07 Sep 2006 14:41:01 GMT

Don't forget to ride the automated faders in Paris to keep the uncompressed drum tracks (especially kick and snare) just above the compressed signal. Do for normal bass too. Ride them suckas.

John

Don Nafe wrote:

> I'll go one step further and add reverb to the snashed kit to place it  
> front to back in the mix

>

> Nice treatment

>

> Don

>

>

> "rick" <parnell68@hotmail.com> wrote in message

> news:ona0g2t57aj9njr1l3jjadsuhicak54rn0@4ax.com...

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Subject: Re: Stupid or brilliant?  
Posted by [Rod Lincoln](#) on Thu, 07 Sep 2006 18:42:42 GMT  
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I do this all the time. The only thing else you really have to do, is adjust for the bounce latency. If you do a bounce to disk, there will be some, and it's different for 16 bit bounce than 24 bit bounce. Also ME is different than xp on the same system, and every system is different. This is assuming your dragging the segments (not the raw files) back into the same ppj. It's going to be somewhere in the sub 1ms range, but if your mixing it back with the other drums...it will matter.

Rod

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

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Subject: Re: Stupid or brilliant?  
Posted by [cujo](#) on Thu, 07 Sep 2006 23:35:45 GMT  
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Oh please pretty please can someone fix this!..waaah, I want my Paris to work wihout so many workarounds!  
Really I don;t know whay it tool me so loing to think of this, I think I may have tried it with the Nolimit on the stereo bus, but there was way too much phase issues there that I gave up, but I don; think I have tried it since I got UAD 2 years ago, now it makes so much sense.

I am trying out the the UAD NEve plug this weekend I hope, If I like it, I am goin in for another card. Maybe just the 256 dollar express then get the NEVE and 140.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

>I use a parallel compression scenario (sometimes called New York  
>compression, I think) where I strap a Sony V77 digitally across an aux  
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Subject: Re: Stupid or brilliant?  
Posted by [cujo](#) on Fri, 08 Sep 2006 12:35:41 GMT  
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Ok, so there is latency on Bounce To Disc, I suppose that makes sense, oes  
anyone know the exact numbers? Also, what about if a external comp is used?  
Thanks rod.

"Rod Lincoln" <[rlincoln@nospam.kc.rr.com](mailto:rlincoln@nospam.kc.rr.com)> wrote:

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Subject: Re: Stupid or brilliant?

Posted by [Rod Lincoln](#) on Fri, 08 Sep 2006 12:49:46 GMT

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It varies from system to system. You just have to figure yours out. I've had  
3 different systems, and they've all been different. I think it has to do  
with how fast the cpu can kick into gear/the OS/ and the app.

The numbers for an external i/o should be the same however. I don't have  
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Subject: Re: Stupid or brilliant?  
Posted by [cujo](#) on Fri, 08 Sep 2006 13:08:22 GMT  
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Thanks for the info,  
Is the # static for each system?

"Rod Lincoln" <[rlincoln@nospam.kc.rr.com](mailto:rlincoln@nospam.kc.rr.com)> wrote:

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Subject: Re: Stupid or brilliant?

Posted by [Rod Lincoln](#) on Fri, 08 Sep 2006 14:35:09 GMT

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For the Bounce to disk? Once you figure it out,it will be the same for that bit rate. 16bits will give a different number different than 24 bits (that is, what your bitrate is set at during the bounce, bot what the existing files are). 44.1 and 48k will yeild the same numbers for bounce to disk. ME/98 will be different than XP on the same system.

Paris version 2.x will be different than version 3.0 on the same system. All this info is for bounce to disk. If you bounce using a spdif loop or lightipe loop, bit rate won't matter, and I think the #'s are the same from sys to sys. But you should check for yourself.

Rod

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

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