
Subject: Correct Kick Drum Audio File any suggestions
Posted by [Johnny Blaze](#) on Wed, 31 Oct 2007 14:13:43 GMT
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Hi guys, I have brought this up before, but still trying to pick someones brain here on this issue. I have a recorded kick drum track where the drummer plays a single bass kick drum with a dual beater pedal. I used a D 112 AKG kick drum microphone and it definitely has a lower gain on every kick with his left foot. I want to use a separate audio editor program where I can load up the .paf file that represents the recording of just the kick drum and then it can somehow go thru and magically correct all the 2nd left foot pedal hits to match the exact gain as the first kick drum pedal hit. Any suggestions of a software audio file editor program that can do this with one magic button or should I just painstakingly go kick by kick and edit the kick to match exact gains? The compression tool that comes with paris is just not doing the trick.

Johnny

Subject: Re: Correct Kick Drum Audio File any suggestions
Posted by [John \[1\]](#) on Wed, 31 Oct 2007 14:32:39 GMT
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Either crank it up and use a limiter so all kicks become the same level (i like buzzimax3 limiter) or use drumagog and replace all the kicks above threshold with a sample.

John

"Johnny Blaze" <johnny728@yahoo.com> wrote:

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>Johnny

>

Subject: Re: Correct Kick Drum Audio File any suggestions
Posted by [Tom Bruhl](#) on Wed, 31 Oct 2007 14:35:34 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_00E6_01C81BA1.62BD5900
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Johnny,
I think it will be possible to limit the kick track enough
actually even them out and as John said throw Drumagog
after the limiter to trigger another kick sound that will be nice=20
and even. Drumagog is cool.

You might be lucky enough to use just the limiter for this.
NoLimit has a powerful sound for this but tone shaping will be needed
do to the over-phatness that will occur at such high levels.
Good luck,
Tom

"John" <no@no.com> wrote in message news:472883f7\$1@linux...

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>Johnny

>

I choose Polesoft Lockspam to fight spam, and you?

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

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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</HEAD>
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the kick track=20
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<DIV><FONT face=3DArial size=3D2>actually even them out and as John said =  
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<DIV><FONT face=3DArial size=3D2>after the limiter to trigger another =  
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;&nbsp;&nbsp;</DIV>
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<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
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<DIV>"John" <no@no.com> wrote =
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..html </DIV></BODY ></HTML>

-----=_NextPart_000_00E6_01C81BA1.62BD5900--

Subject: Re: Correct Kick Drum Audio File any suggestions
Posted by [Carl Amburn](#) on Wed, 31 Oct 2007 17:11:20 GMT
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On Windows = Cool Edit Pro v2.0, with the paf filter (paf.flit - available on
a few Paris sites).

That, or just have the guy play the way he should. :)

-Carl

"Johnny Blaze" <johnny728@yahoo.com> wrote in message
news:47287f87\$1@linux...

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> Johnny

>

Subject: Re: Correct Kick Drum Audio File any suggestions
Posted by [Erling](#) on Thu, 01 Nov 2007 08:35:51 GMT

As you're saying, Carl and Adobe, that buied CoolEditPro and gave it the name Audition, can do the same thing with the paf filter.

Erling

On Wed, 31 Oct 2007 11:11:20 -0600, "Carl Amburn"
<carlamburn@hotmail.com> wrote:

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>-Carl

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