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Subject: Re: Drumagog

Posted by [kerryg](#) on Wed, 16 Apr 2008 16:03:18 GMT

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I don't have any direct observations myself - but for anyone contemplating answering this, if you feel like tackling this definitively and in some depth, I'll add the results to the Wiki as a procedure.

That'll save me the effort of eventually culling through the NG for definitive answers, which is often fun and thought-provoking but with 43,000 posts to search it's time-consuming - and open to error since I don't have the ability to test it myself.

Thanks!

- Kerry

On 4/16/08 9:03 AM, in article 4806236c\$1@linux, "Michael Kraynak" <mgk2052@ptd.net> wrote:

>  
> Hi, small writer's studio with real drums, wondering about Drumagog and  
> whether  
> any of you have experience. Would also be interested in any views on drum  
> machines you may have experience with.  
>  
> As I understand it, my option would be Drumagog Pro (but not BFD versions.)  
>  
> PARIS C16 Pro and Mec with 8in/8out...Mac OS 9.0.4  
> Just PARIS.  
>  
> Thanks for your time.

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Subject: Drumagog

Posted by [Michael Kraynak](#) on Wed, 16 Apr 2008 16:03:56 GMT

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Subject: Re: Drumagog  
Posted by [John \[1\]](#) on Wed, 16 Apr 2008 16:28:38 GMT  
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Drumagog is great to drum replacement, you set a threshold and everything above it gets replaced. not sure how it works in paris though.

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Subject: Re: Drumagog  
Posted by [Gantt Kushner](#) on Wed, 16 Apr 2008 16:40:18 GMT  
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I run Drumagog in Paris on a Mac w/ OS 9.2.2. It works fine for the most part but I believe us Paris/Mac users are stuck in an older version. The newest version of Drumagog only runs in OS X. If you're looking to replace kicks, snares and occasionally toms it works pretty well. One caveat - the times I've needed it the most have been with the kind of drummers who get the kinds of sounds with which Drumagog works the worst - soft, indistinct kicks and snares with a lot of noise-to-signal. It works great with a good drummer but, of course, that's when you need it the least!

Gantt

"Michael Kraynak" <mgk2052@ptd.net> wrote:

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>Thanks for your time.

---

Subject: Re: Drumagog  
Posted by [Aaron Allen](#) on Wed, 16 Apr 2008 17:14:37 GMT  
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I'd concur with my experiences with it. Rim is a cool dude, and Dgog a cool product but IMO it's more for triggering a different sound. You can't really fix weak/uneven hits with any replacer, and bleed can be a real problem. Now, if paris had decent MIDI you could edit the triggered events pretty easily (assuming the newer versions of Dgog have midi output - I use external triggering myself) and kill the bleed/hit issues quick. The only

reall way to get it right in paris is to edit each audio track into a 'trigger' event using cut/paste/gain/trim functions, and that's a big hassle across an entire drum kit's shell mics, and assumes that you have a track for each drum.

AA

"Gantt Kushner" <ganttmann@comcast.net> wrote in message news:48062bf2\$1@linux...

>  
> I run Drumogog in Paris on a Mac w/ OS 9.2.2. It works fine for the most  
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>>Thanks for your time.  
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Subject: Re: Drumagog  
Posted by [LaMontt](#) on Thu, 17 Apr 2008 03:07:08 GMT  
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Hi Gantt, I those cases where you are mixing weak 'hits' drums, the beauty of DAWs is that you can easily add gain or even normaliz the track, then

add Drumagog.. Works like a charm..

So, to the contrary, When I get weak hitting drums, I just Noramliz, or add gain..Then Gog

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

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>Gantt

>  
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Subject: Re: Drumagog

Posted by [LaMontt](#) on Thu, 17 Apr 2008 03:07:12 GMT

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

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>

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Subject: Re: Drumagog  
Posted by [Gantt Kushner](#) on Thu, 17 Apr 2008 14:11:43 GMT  
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Hi LaMont,

It's not weak hits that cause the problem so much as the lousy signal-to-noise ratio caused by weak hits - like too much hat in the snare mic, too much general drum noise in the kick mic. Plus, the guy I was trying to fix loved to play intricate little snare and tom fills that, even with a good drummer, would be tricky for Drumagog to track.

Gantt

"LaMont" <jjdpro@gmail.com> wrote:

>  
>Hi Gantt, I those cases where you are mixing weak "hits' drums, the beauty  
>of DAWs is that you can easily add gain or even normaliz the track, then  
>add Drumagog.. Works like a charm..  
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>>>Thanks for your time.  
>>  
>

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Subject: Re: Drumagog  
Posted by [Jamie K](#) on Thu, 17 Apr 2008 18:57:49 GMT  
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What Neil said, except don't try to record the MIDI into PARIS. When I  
tried that, the timing was off. Use another DAW for MIDI.

Cheers,  
-Jamie  
[www.JamieKrutz.com](http://www.JamieKrutz.com)

Neil wrote:

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

>> Hi LaMont,

>>

>> It's not weak hits that cause the problem so much as the lousy signal-to-noise

>> ratio caused by weak hits - like too much hat in the snare mic, too much

>> general drum noise in the kick mic. Plus, the guy I was trying to fix loved

>> to play intricate little snare and tom fills that, even with a good drummer,

>> would be tricky for Drumagog to track.

>

>

> You probably need to get yourself some Ddrum triggers & a good

> e-kit brain with highly adjustable sensitivity parameters for

> something like that, then. Even if the e-kit sounds aren't what

> you're going to end up using, what you can do is track the MIDI

> output from the brain, then insert your drum VSTi of choice.

>

> Neil

---

---

Subject: Re: Drumagog

Posted by [Neil](#) on Thu, 17 Apr 2008 19:04:12 GMT

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

>

>Hi LaMont,

>

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Neil

---

---

Subject: Re: Drumagog

Posted by [Gantt Kushner](#) on Fri, 18 Apr 2008 12:35:50 GMT

---

Yeah, but it was a honky-tonk country band for cryin' out loud! You don't think MIDI with a retro-roots project like that! And I suspect the drummer would have freaked if I had tried putting triggers on his drums. The moral of the story is GET A GOOD DRUMMER!!! I tell all my clients that the most important money they'll spend on their project (besides the money spent to use my studio, of course!) is the money spent to hire the best bass player and drummer for their style of music they can find. Almost everything else can be fixed (God, I hate to say this!) in the mix, but you gotta have a rhythm section. They're the floor (and the foundation!) of the house. With a great rhythm section you always know that no matter where you go, no matter how dark it gets, when you put your foot down there'll be something solid underneath it. Drumagog can make the floor any color you want it to be but it can't make it rock solid.

Gantt

"Neil" <OIOI@OIU.com> wrote:

>

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

>>

>>Hi LaMont,

>>

>>It's not weak hits that cause the problem so much as the lousy signal-to-noise >>ratio caused by weak hits - like too much hat in the snare mic, too much >>general drum noise in the kick mic. Plus, the guy I was trying to fix loved

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>

>Neil

---

Subject: Re: Drumagog

Posted by [kerryg](#) on Fri, 18 Apr 2008 16:27:02 GMT

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Yeah, agreed on Drumagog's limited utility in "turd-polishing". In fact, I find techniques like that sometimes make bad drummers sound much worse; a nice strong confident kick tone on a part that wobbles and stumbles too much



can be a cruel spotlight.

Drumagog just did a good 'un for me though; we did a live demo DVD for an artist's new project a while back and the kick didn't like the room all that much, so I got the engineer to use Drumagog to give a "point" to it. You can hear it in "Chasing Rainbows" and "Love".

[http://www.youtube.com/watch?v=fo\\_OiA0xrSo](http://www.youtube.com/watch?v=fo_OiA0xrSo)

(I'm the guy on the right :D).

<http://www.michaelboothpalmer.com/>

- k

Wish it could have fixed more stuff :D

On 4/18/08 5:35 AM, in article 480895a6\$1 @linux, "Gantt Kushner" <ganttmann@comcast.net> wrote:

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