
Subject: Can I give a guy some "Props?"
Posted by [Nei](#) on Sun, 27 Jan 2008 04:42:16 GMT
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Most of you have heard this song in various permutations, but now, FINALLY, i think i can call it "DONE!"

Ladies & gentlemen, our very own Rod Lincoln on drums... you REALLY do have to check this out - he threw down a totally 100% ass-kickin' performance! Especially from the midpoint solo sections onward.

<http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco InDrums.mp3>

Subject: Re: Can I give a guy some "Props?"
Posted by [Don Nafe](#) on Sun, 27 Jan 2008 12:16:37 GMT
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Sa-mokin'

way to go Rod!

"Neil" <OIUOI@OIU.com> wrote in message news:479bfd98\$1@linux...
>
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Subject: Re: Can I give a guy some "Props?"
Posted by [emarenot](#) on Sun, 27 Jan 2008 16:15:09 GMT
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Now that's some freakin' drumming! Monsterous fills.
Great tracks Rod. And yo, Neil, cool song. Also loved alot of the lead tones -both guitar and synth.
MR

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

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Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Sun, 27 Jan 2008 17:42:11 GMT
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Thanks Mike - if you mean the lead guitar tones in the solos, that's pretty basic... '75 Les Paul Deluxe, through an Aphex Punch Factory compressor into a Sovtek 50-watt tube head, into a 2x12 Celestion cab - mic'ed with a B.L.U.E. Ball mic, into a Grace 101 mic pre. There's no EQ or any additional processing on it, except for a bit of delay. All the other guitar parts (to include the lead lines in the outro bit) are from one of my FrankenStrats (Shedua body maple/ebony neck, p'ups are from a '63 Fender Strat), tracked through the same setup. The rhythm guitar tracks have some compression on them, but the rest of those do not; and again, no EQ on any of those tracks, either.

The lead synth tones are the MG-1 patch on my Fantom... I modded that patch slightly, but I can't remember what the changes were, offhand; in any case, it's not much... it's pretty close to the stock patch. Again, no EQ or anything on that one... the only thing i did to it, was send it to a 'verb for part of the second synth lead bit, then killed the verb for the last measure of it. The first synth solo bit that comes in at 3:08 on that clip is dry also.

Glad you enjoyed it!

Neil

"Mike R" <emarenot@yahoo.com> wrote:

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Subject: Re: Can I give a guy some "Props?"
Posted by [Bill L](#) on Mon, 28 Jan 2008 16:06:39 GMT
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Nice drumming and playing! Fun song. Who is the singer?

Neil, I know you didn't ask, but I'm gonna give you a couple cents worth of mix critique, because I like the song and you have been helpful with my mixes in the past: I wanted to hear a lot less of the synthy/organey pads and less wash of guitars. They kind of washed out the power of everything else. The guitar comping was almost indistinguishable from the synths in many places. Maybe pronounced panning (synths left, guitars right?) and more pointy EQ would clear up the middle a bit too so the drums and bass can push through. Also, on the drums I'm hearing mostly top end on my Mackie HR 824s - I'm not feeling low end punch from the kick drum and pop from the snare.

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Subject: Re: Can I give a guy some "Props?"
Posted by [Wayne Carson](#) on Mon, 28 Jan 2008 18:40:36 GMT
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Hi Neil,

That's weird. I heard exactly what Bill L heard concerning the mix on Adams A7 with a sub. I was considering sending you a similar note. I'd like more power from the drums and bass. Bass is ok but not real pronounced but the drums feel or sound in the distant and top endy. Vox and instruments punch out well and feel close and in my face. I like that. Changes in the drums and the mix would be balanced for me. Great tune with an LA vibe. Nice tones.

Hey Rod, good stuff! Must have been fun! Very exciting. I thought I was listening to Neil Pert.

wayne

"Neil" <IOUOIU@OIU.com> wrote in message news:479e1f19\$1@linux...

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>>>

>

Subject: Re: Can I give a guy some "Props?"

Posted by [neil\[1\]](#) on Mon, 28 Jan 2008 19:29:45 GMT

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>> <http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLincolnDrums.mp3>

>>

>>

Subject: Re: Can I give a guy some "Props?"

Posted by [chuck duffy](#) on Mon, 28 Jan 2008 19:39:30 GMT

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Hi Neil,

FWIW, I am hearing pretty much what bill is hearing

Chuck

Chuck

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

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Subject: Re: Can I give a guy some "Props?"
Posted by [Aaron Allen](#) on Tue, 29 Jan 2008 01:33:06 GMT
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Ditto that. For reference you might pull up some Dream Theater, usually
their stuff is pretty thick and ballsy.
AA

"chuck duffy" <c@c.com> wrote in message news:479e2162\$1@linux...
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Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Tue, 29 Jan 2008 03:09:26 GMT
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OK, now you guys have me all farkin' paranoid, so I'm going to start checking for phase anomalies & shit like that to see what, if anything, is going on.

But in the meanwhile, a couple of responses (and, no i'm not being defensive - I appreciate what you guys are saying that you're hearing). So, here we go:

- 1.) To Bill - forgot to answer your question on who the singer is... I'm doing everything but drums on this one, to include the vocals.
- 2.) Someone said they'd like to hear less rhythm guitars... interestingly, in previous versions of this song, one of the consistent things I kept hearing was "we want more guitars!!!"; I felt they would have overpowered things at the time, but Rod's playing on this brings so much more drive & power to the track that I was able to (or possibly that I was obligated to, at that stage) bring up the guitars a bit, and not have them sound too overbearing. Frankly. I really didn't bring them up very much at all... a couple of db's at best on each side.
- 3.) Someone said "less keys" - well, the song has considerably less keyboard presence now, especially in the verses - especially with the guitars up a bit where they are.
- 4.) As for the drums being too high-end-ish, no i didn't go for a big "thumpy" kick on this... I think the kick drives things pretty good, but I wanted a good deal of "thwack" so you could hear the accents come through clearly. Snare-wise - i'm diggin' that nice "CRACK!". It's coming across just the way I want it - same with the toms... you can hear the impact, and in their case still feel them... you know, that "tubby" tom sound. Keep in mind that this song has a LOT going on in terms of texture &

layering - much of which is apparent in the lows & lo lo-mids, so I have to have some of the drums sitting "above" that tonality-wise, or else, as busy as it is, things can get murky pretty quick.

5.) Someone said the reason the guitars should come down is that they couldn't hear the bass - or something along those lines... the guitars & bass are pretty freakin' tight with each other - is it possible that you're not hearing the bass as being where it lives, but are thinking it's part of the bottom end of the rhythm guitars? it's easy to pick it out where the guitar parts drop out - check the solo sections to see what I'm getting at (where the rhythm parts drop out).

So, while I'm now going to go back & check for anything weird going on in the low end, I'm also wondering how much of this might be personal preference & the like???

Thoughts?

Neil

"Wayne Carson" <carson_wayne@msn.com> wrote:

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>>>>
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Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Tue, 29 Jan 2008 04:58:19 GMT
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"Aaron Allen" <know-spam@not_here.dude> wrote:
> Ditto that. For reference you might pull up some Dream Theater, usually

>their stuff is pretty thick and ballsy.

OK, I just dragged "Pull Me Under" into a new project with "Istanbul" running parallel to it, and the first thing I noticed is that Istanbul has a SHITLOAD more information from like 12k and above than the D.T. track does... that could be part of the issue if you're comparing one to the other. I mean it really is a shitload... 15-20 db or more difference depending on the section of each song.

Spectrum analyzer also shows a deficit on the 100-150 range on my track compared to "Pull Me Under", but not a huge amount... could be enough to make a difference, though, if that's what you guys are all feeling (or NOT feeling, as might be the case).

They also have a somewhat smiley curve going from 100k to 10k, and i don't... on Istanbul it's almost a straight-line slightly downward, minus few peaks & valleys here & there.

Neil

Subject: Re: Can I give a guy some "Props?"
Posted by [Aaron Allen](#) on Tue, 29 Jan 2008 06:40:19 GMT
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"Neil" <OIUOIU@oiu.COM> wrote in message news:479ebdcf@linux...

> OK, here are two slightly different versions of a "thicker"
> mix of the same song... those of you who commented on the
> previous mix are the ones i'd appreciate feedback from the most
> on these two...

> <http://saqqararecords.com/MiscAudio/Istanbul-v3aRoughW-RLinc olnDrums.mp3>
The opening gtr/key riff is killing volume-wise. Drums are much nicer, bigger. Same as below, 1.2k and 2k are too harsh in on the axe trax. I bet once that's carved you're also going to have more space for the vocal and need to back it down a few hairs and have more room for the keys as well.

Of the three, this 2nd one is my favorite version

> <http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeSimRoughW-RLincolnDrums.mp3>

I still think the kick is a bit on the thinnish side. I'm hearing some kind

of distortion in the vocal - almost like you might hear on vinyl LP on say something like Magic Power/Triumph, and the gtrs are still too harsh around 1.2k and again at 3k. I think if you get those tamed a bit more, then you can bring the kit back around to a more natural and ballsy state. Any chance you have a sansamp to run the bass through? I could hear more grunt on that track pretty easily.

In all mixes, I think the rhythm gtr could stand to come up a bit, but those freq's at the top (1.2 & 2k) are hard on the listener. I'm also hearing some space fighting/uneven low energy going on between synth and bass (3:26~3:37 are examples of this)..... a multiband on the insert might fix that.

'zat help bro?

AA

Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Tue, 29 Jan 2008 06:46:55 GMT
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<http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeS imRoughW-RLincolnDrums.mp3>

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>>>>Neil, I know you didn't ask, but I'm gonna give you a couple cents worth
>>>>of mix critique, because I like the song and you have been helpful with
>>>>my mixes in the past: I wanted to hear a lot less of the synthy/organey
>>>>pads and less wash of guitars. They kind of washed out the power of
>>>>everything else. The guitar comping was almost indistinguishable from
>>>>the synths in many places. Maybe pronounced panning (synths left,

>>>>guitars right?) and more pointy EQ would clear up the middle a bit too
>>>>so the drums and bass can push through. Also, on the drums I'm hearing
>>>>mostly top end on my Mackie HR 824s - I'm not feeling low end punch from
>>>>the kick drum and pop from the snare.
>>>>Anywho, it's a great tune - thanks for sharing.
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>>>>Neil wrote:
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>>>>> you REALLY do have to check this out - he threw down
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>>>>> midpoint solo sections onward.
>>>>>
>>>>> <http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco InDrums.mp3>
>>>>>
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>

Subject: Re: Can I give a guy some "Props?"
Posted by [Sarah](#) on Tue, 29 Jan 2008 13:46:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil,

I like your EQ, actually, a lot. Don't like that smily stuff. But I, too, want to hear more of the bass and Hot's drums, which is just a matter of taste, mix-wise, I suppose.

Nice song, dude. And you play guitar reel guud. :)

S

"Neil" <OIUOI@OIU.com> wrote in message news:479bfd98\$1@linux...

>
> Most of you have heard this song in various permutations, but
> now, FINALLY, i think i can call it "DONE!"
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>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [Bill L](#) on Tue, 29 Jan 2008 16:09:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I get more or less the same thing as before: too much information in the lows and low mids on the synths and guitars, and the drums are more at the level/EQ of how hand percussion or congas would typically be mixed.

Could you make a mix where you pull out ALL the synths and rhythm guitars, so we could hear what's going on under there?

Neil wrote:

> OK, here are two slightly different versions of a "thicker"
> mix of the same song... those of you who commented on the
> previous mix are the ones i'd appreciate feedback from the most
> on these two...

>
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>
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>
>
> Neil

>
>
>
>
>
>
> "Neil" <OIUOI@OI.com> wrote:

>> OK, now you guys have me all farkin' paranoid, so I'm going to
>> start checking for phase anomalies & shit like that to see what,
>> if anything, is going on.

>>
>> But in the meanwhile, a couple of responses (and, no i'm not
>> being defensive - I appreciate what you guys are saying that
>> you're hearing). So, here we go:

>>
>> 1.) To Bill - forgot to answer your question on who the singer
>> is... I'm doing everything but drums on this one, to include

>> the vocals.
>>
>> 2.) Someone said they'd like to hear less rhythm guitars...
>> interestingly, in previous versions of this song, one of the
>> consistent things I kept hearing was "we want more guitars!!!";
>> I felt they would have overpowered things at the time, but
>> Rod's playing on this brings so much more drive & power to the
>> track that I was able to (or possibly that I was obligated to,
>> at that stage) bring up the guitars a bit, and not have
>> them sound too overbearing. Frankly. I really didn't bring them
>> up very much at all... a couple of db's at best on each side.
>>
>> 3.) Someone said "less keys" - well, the song has considerably
>> less keyboard presence now, especially in the verses -
>> especially with the guitars up a bit where they are.
>>
>> 4.) As for the drums being too high-end-ish, no i didn't go for
>> a big "thumpy" kick on this... I think the kick drives things
>> pretty good, but I wanted a good deal of "thwack" so you could
>> hear the accents come through clearly. Snare-wise - i'm diggin'
>> that nice "CRACK!". It's coming across just the way I want it -
>> same with the toms... you can hear the impact, and in their
>> case still feel them... you know, that "tubby" tom sound. Keep
>> in mind that this song has a LOT going on in terms of texture &
>> layering - much of which is apparent in the lows & lo lo-mids,
>> so I have to have some of the drums sitting "above" that
>> tonality-wise, or else, as busy as it is, things can get murky
>> pretty quick.
>>
>> 5.) Someone said the reason the guitars should come down is
>> that they couldn't hear the bass - or something along those
>> lines... the guitars & bass are pretty freakin' tight with each
>> other - is it possible that you're not hearing the bass as
>> being where it lives, but are thinking it's part of the bottom
>> end of the rhythm guitars? it's easy to pick it out where the
>> guitar parts drop out - check the solo sections to see what I'm
>> getting at (where the rhythm parts drop out).
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>> So, while I'm now going to go back & check for anything weird
>> going on in the low end, I'm also wondering how much of this
>> might be personal preference & the like???
>>
>> Thoughts?
>>
>> Neil
>>
>>
>> "Wayne Carson" <carson_wayne@msn.com> wrote:

>>> Hi Neil,
>>>
>>> That's weird. I heard exactly what Bill L heard concerning the mix on
> Adams
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>> more
>>> power from the drums and bass. Bass is ok but not real pronounced but
> the
>>> drums feel or sound in the distant and top endy. Vox and instruments punch
>>> out well and feel close and in my face. I like that. Changes in the drums
>>> and the mix would be balanced for me. Great tune with an LA vibe. Nice
>>> tones.
>>> Hey Rod, good stuff! Must have been fun! Very exciting. I thought I
> was
>>> listening to Neil Pert.
>>>
>>> wayne
>>>
>>>
>>> "Neil" <IOUOIU@OIU.com> wrote in message news:479e1f19\$1@linux...
>>>> Bill... I'm hearing everything in good balance except for
>>>> one little synth part near the front that I'll either automate
>>>> some EQ just for those couple of measures, or do a slight level
>>>> boost there. I can hear the bass & drums pretty full & strong
>>>> through 3 systems I've heard it on (DAW monitors, home stereo,
>>>> and car), so I'm not really sure how to interpret your, umm...
>>>> interpretation! lol
>>>>
>>>> Neil
>>>>
>>>>
>>>> Bill L <bill@billlorentzen.com> wrote:
>>>>> Nice drumming and playing! Fun song. Who is the singer?
>>>>> Neil, I know you didn't ask, but I'm gonna give you a couple cents worth
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>>>>> pads and less wash of guitars. They kind of washed out the power of
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>>>>>
>>>>>
>>>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [Gantt Kushner](#) on Tue, 29 Jan 2008 16:25:42 GMT
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Hi Neil,

Cool tune, great sounds, great playing too! I also felt like I wanted to hear more bass but my RTA kept telling me that the low end was well represented.

A good lesson in not mixing w/ your eyes! Maybe a slightly different EQ on the bass would give it a little more equal footing w/ the kick drum. Your guitar playing was smokin' and Rod's drums rocked!

Gantt

"Sarah" <sarahjane@sarahtonin.com> wrote:

>Neil,

>

> I like your EQ, actually, a lot. Don't like that smily stuff. But

I,

>too, want to hear more of the bass and Hot's drums, which is just a matter

>of taste, mix-wise, I suppose.

>

> Nice song, dude. And you play guitar reel guud. :)

>

>S

>

>

>"Neil" <OIUOI@OIU.com> wrote in message news:479bfd98\$1@linux...

>>

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>>
>>
>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [chuck duffy](#) on Tue, 29 Jan 2008 17:25:16 GMT
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"Neil" <OIUOI@OI.com> wrote:
"So, while I'm now going to go back & check for anything weird
going on in the low end, I'm also wondering how much of this
might be personal preference & the like???"

Neil,

Ignore my personal preference at your own peril hahahahahaha.

Chuck

Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Tue, 29 Jan 2008 19:06:24 GMT
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Both of them sound too "constricted" to me, frankly... feels
like I'm being suffocated trying to listen to them. The first
one still felt like it was able to breathe a bit.

The voice distortion in the 2nd version might just be me lol
Or it could be the Portico doing it - it's on a very gentle
saturation setting (i.e.: almost "none"), but it still might be
enough to enhance that aspect.

Interesting that you said MORE guitars, when several people here
said "less" - this is why mixing by committee doesn't work. LOL

But I still value y'all's opinions. :D

As to the bass line, yes I have a sansamp, but I don't want to
put any noise of that nature into the mix - maybe i'll crank a
tube driver on that track a bit... I actually have a little bit

of one on there, but it's on a fairly light setting.

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:

>

>"Neil" <OIUOIU@oiu.COM> wrote in message news:479ebdcf@linux...

>

>> OK, here are two slightly different versions of a "thicker"
>> mix of the same song... those of you who commented on the
>> previous mix are the ones i'd appreciate feedback from the most
>> on these two...

>

>

>> <http://saqqararecords.com/MiscAudio/Istanbul-v3aRoughW-RLincOlnDrums.mp3>
>The opening gtr/key riff is killing volume-wise. Drums are much nicer,
>bigger. Same as below, 1.2k and 2k are too harsh in on the axe trax. I bet

>once that's carved you're also going to have more space for the vocal and

>need to back it down a few hairs and have more room for the keys as well.

>

> Of the three, this 2nd one is my favorite version

>

>

>> <http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeSimRoughW-RLincolnDrums.mp3>

>

>I still think the kick is a bit on the thinnish side. I'm hearing some kind

>of distortion in the vocal - almost like you might hear on vinyl LP on say

>something like Magic Power/Triumph, and the gtrs are still too harsh around

>1.2k and again at 3k. I think if you get those tamed a bit more, then you

>can bring the kit back around to a more natural and ballsy state. Any chance

>you have a sansamp to run the bass through? I could hear more grunt on that

>track pretty easily.

>

>In all mixes, I think the rhythm gtr could stand to come up a bit, but those

>freq's at the top (1.2 & 2k) are hard on the listener. I'm also hearing
some

>space fighting/uneven low energy going on between synth and bass (3:26~3:37

>are examples of this)..... a multiband on the insert might fix that.
>
>'zat help bro?
>
>AA
>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [chuck duffy](#) on Tue, 29 Jan 2008 19:27:10 GMT
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"Neil" <OIUOIU@OIU.com> wrote:

"As to the bass line, yes I have a sansamp, but I don't want to put any noise of that nature into the mix"

Is that because you don't want to get the best bass sound known to man? hahaha

Chuck

Subject: Re: Can I give a guy some "Props?"
Posted by [IOUOI](#) on Tue, 29 Jan 2008 19:51:28 GMT
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"chuck duffy" <c@c.com> wrote:

>
>"Neil" <OIUOIU@OIU.com> wrote:
>
>"As to the bass line, yes I have a sansamp, but I don't want to
>put any noise of that nature into the mix"
>
>Is that because you don't want to get the best bass sound known to man?
hahaha

Oh, so you mean an Ampeg SVT with an 8x10 cab, mic'ed with a nice Tube LDC paired with a TLM-103???

No, it's because I find the Sansamp to be a bit on the noisy side, which is fine for some stuff, but not for this.

Neil

Subject: Re: Can I give a guy some "Props?"
Posted by [Aaron Allen](#) on Wed, 30 Jan 2008 00:28:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Neil" <OIUOIU@OIU.com> wrote in message news:479f6b20\$1@linux...

>
> Both of them sound too "constricted" to me, frankly... feels
> like I'm being suffocated trying to listen to them. The first
> one still felt like it was able to breathe a bit.
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> The voice distortion in the 2nd version might just be me lol
> Or it could be the Portico doing it - it's on a very gentle
> saturation setting (i.e.: almost "none"), but it still might be
> enough to enhance that aspect.
>
> Interesting that you said MORE guitars, when several people here
> said "less" - this is why mixing by committee doesn't work. LOL
>
I tend to think that once the upper mids are tamed, you'll find that there
is not enough. Besides, I'm not afraid of some inyaface guitar :)

> But I still value y'all's opinions. :D

>
> As to the bass line, yes I have a sansamp, but I don't want to
> put any noise of that nature into the mix - maybe i'll crank a
> tube driver on that track a bit... I actually have a little bit
> of one on there, but it's on a fairly light setting.

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Subject: Re: Can I give a guy some "Props?"
Posted by [Bill L](#) on Wed, 30 Jan 2008 01:32:56 GMT
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That's a better idea!

chuck duffy wrote:

> Or just post the individual tracks and let us mix it how we want it for gods

> sakes :-)

>

> Chuck

> Bill L <bill@billlorentzen.com> wrote:

>> I get more or less the same thing as before: too much information in the

>

>> lows and low mids on the synths and guitars, and the drums are more at

>> the level/EQ of how hand percussion or congas would typically be mixed.

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>>>

>>>

>>> Neil

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>>> "Neil" <OIUOI@OI.com> wrote:

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>>>> Thoughts?

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>>>>>>
>>>>>>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Wed, 30 Jan 2008 02:20:23 GMT
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Bill L <bill@billlorentzen.com> wrote:
>I get more or less the same thing as before: too much information in the

>lows and low mids on the synths and guitars, and the drums are more at
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>
>Could you make a mix where you pull out ALL the synths and rhythm
>guitars, so we could hear what's going on under there?

I could, but I don't know if I would wanna post it! lol

Lemme see how that sounds & i'll get back to you.

Neil

Subject: Re: Can I give a guy some "Props?"
Posted by [chuck duffy](#) on Wed, 30 Jan 2008 02:29:07 GMT
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Funny that, I was just thinking how that track could use some noise. Maybe run the whole thing through vinylizer or something similar. :-)

Chuck

"Neil" <IOUOI@OIU.com> wrote:
>
>"chuck duffy" <c@c.com> wrote:
>>
>>"Neil" <OIUOIU@OIU.com> wrote:
>>
>>"As to the bass line, yes I have a sansamp, but I don't want to
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Subject: Re: Can I give a guy some "Props?"
Posted by [chuck duffy](#) on Wed, 30 Jan 2008 02:30:30 GMT
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Or just post the individual tracks and let us mix it how we want it for gods
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Chuck

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Posted by [Neil](#) on Wed, 30 Jan 2008 02:58:51 GMT
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Posted by [chuck duffy](#) on Wed, 30 Jan 2008 03:58:48 GMT
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Chuck

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Subject: Re: Can I give a guy some "Props?"
Posted by [Aaron Allen](#) on Wed, 30 Jan 2008 07:21:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just doubled my amount (20) of synth hardware modules this week... bring it, lol ~!

AA

"Neil" <OIUOI@OUI.com> wrote in message news:47a02474\$1@linux...
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> Don't dare me, i'll do it! lol
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>>>>>>>

>>>>>>> Thoughts?

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>>>>>>> Neil

>>>>>>>

>>>>>>>

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>>>>>
>>>
>>
>

Subject: Re: Can I give a guy some "Props?"
Posted by [Neil](#) on Wed, 30 Jan 2008 08:17:08 GMT
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Don't dare me, i'll do it! lol

:D

"chuck duffy" <C@c.com> wrote:

>
>Killer idea!
>
>Chuck
>"Neil" <OIUOIU@OIU.com> wrote:
>>
>>No, because then you'll say that you didn't like the way
>>certain tracks were recorded... i'll just post the MIDI file
>>& the lyrics, and that way you can start from scratch.
>>
>>lol
>>
>>Neil
>>
>>
>>Bill L <bill@billlorentzen.com> wrote:
>>>That's a better idea!
>>>

>>>chuck duffy wrote:
>>>> Or just post the individual tracks and let us mix it how we want it
for
>>gods
>>>> sakes :-)
>>>>
>>>> Chuck
>>>> Bill L <bill@billlorentzen.com> wrote:
>>>>> I get more or less the same thing as before: too much information in
>>the
>>>>
>>>>> lows and low mids on the synths and guitars, and the drums are more
>at
>>
>>>>> the level/EQ of how hand percussion or congas would typically be mixed.
>>>>>
>>>>> Could you make a mix where you pull out ALL the synths and rhythm
>>>>> guitars, so we could hear what's going on under there?
>>>>>
>>>>>
>>>>> Neil wrote:
>>>>>> OK, here are two slightly different versions of a "thicker"
>>>>>> mix of the same song... those of you who commented on the
>>>>>> previous mix are the ones i'd appreciate feedback from the most
>>>>>> on these two...
>>>>>>
>>>>>>
>>>>>> <http://saqqararecords.com/MiscAudio/Istanbul-v3aRoughW-RLinc olnDrums.mp3>
>>>>>>
>>>>>> <http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeSimRoughW-RLincolnDrums.mp3>
>>>>>>
>>>>>>
>>>>>> Neil
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> "Neil" <OIUOI@OI.com> wrote:
>>>>>>> OK, now you guys have me all farkin' paranoid, so I'm going to
>>>>>>> start checking for phase anomalies & shit like that to see what,
>>>>>>> if anything, is going on.
>>>>>>>
>>>>>>> But in the meanwhile, a couple of responses (and, no i'm not
>>>>>>> being defensive - I appreciate what you guys are saying that
>>>>>>> you're hearing). So, here we go:
>>>>>>>

>>>>>> 1.) To Bill - forgot to answer your question on who the singer
>>>>>> is... I'm doing everything but drums on this one, to include
>>>>>> the vocals.
>>>>>>
>>>>>> 2.) Someone said they'd like to hear less rhythm guitars...
>>>>>> interestingly, in previous versions of this song, one of the
>>>>>> consistent things I kept hearing was "we want more guitars!!!";
>>>>>> I felt they would have overpowered things at the time, but
>>>>>> Rod's playing on this brings so much more drive & power to the
>>>>>> track that I was able to (or possibly that I was obligated to,
>>>>>> at that stage) bring up the guitars a bit, and not have
>>>>>> them sound too overbearing. Frankly. I really didn't bring them
>>>>>> up very much at all... a couple of db's at best on each side.
>>>>>>
>>>>>> 3.) Someone said "less keys" - well, the song has considerably
>>>>>> less keyboard presence now, especially in the verses -
>>>>>> especially with the guitars up a bit where they are.
>>>>>>
>>>>>> 4.) As for the drums being too high-end-ish, no i didn't go for
>>>>>> a big "thumpy" kick on this... I think the kick drives things
>>>>>> pretty good, but I wanted a good deal of "thwack" so you could
>>>>>> hear the accents come through clearly. Snare-wise - i'm diggin'
>>>>>> that nice "CRACK!". It's coming across just the way I want it -
>>>>>> same with the toms... you can hear the impact, and in their
>>>>>> case still feel them... you know, that "tubby" tom sound. Keep
>>>>>> in mind that this song has a LOT going on in terms of texture &
>>>>>> layering - much of which is apparent in the lows & lo lo-mids,
>>>>>> so I have to have some of the drums sitting "above" that
>>>>>> tonality-wise, or else, as busy as it is, things can get murky
>>>>>> pretty quick.
>>>>>>
>>>>>> 5.) Someone said the reason the guitars should come down is
>>>>>> that they couldn't hear the bass - or something along those
>>>>>> lines... the guitars & bass are pretty freakin' tight with each
>>>>>> other - is it possible that you're not hearing the bass as
>>>>>> being where it lives, but are thinking it's part of the bottom
>>>>>> end of the rhythm guitars? it's easy to pick it out where the
>>>>>> guitar parts drop out - check the solo sections to see what I'm
>>>>>> getting at (where the rhythm parts drop out).
>>>>>>
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Subject: Re: Can I give a guy some "Props?"
Posted by [Rod Lincoln](#) on Wed, 30 Jan 2008 15:50:12 GMT
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Thanks to everyone for the kind words on my playing. I've been pretty slammed lately and haven't posted, but I have kept up on the reading, so again, thanks! And thanks to Neil for giving me the opportunity to "explore my inner octopus".

Rod

Subject: Re: Can I give a guy some "Props?"
Posted by [IOUOI](#) on Wed, 30 Jan 2008 17:23:59 GMT

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

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>lately and haven't posted, but I have kept up on the reading, so again, thanks!

>And thanks to Neil for giving me the opportunity to "explore my inner octopus".

>

>Rod

Just think Simon Phillips on about five Red Bull's.

LOL!
