
Subject: Paris challenge

Posted by [John \[1\]](#) on Fri, 16 Jun 2006 22:41:04 GMT

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Try to make this file sound like the second shania file. Who's go the magic?
Come on, help a brother out.

<http://tinyurl.com/qrcam>

You have a stereo pair, and kick,snare, hihat on separate wave files.

Goal sound i'm going for

<http://tinyurl.com/gtacu>

Subject: Re: Paris challenge

Posted by [Kim](#) on Sat, 17 Jun 2006 00:11:55 GMT

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My humble opinion...

Your snare needs a longer tail. It also needs to go down in pitch by about a tone or so. The kick needs more beater (I've eq'd some in, but that's always dodgy) and a nice tight bottom on it like the Shania one has.

....but here's my dodgy attempt in 10 minutes...

<http://www.yousendit.com/transfer.php?action=download&uf id=FD780B32378DCF5B>

Cheers,
Kim.

"John" <no@no.com> wrote:

>

>Try to make this file sound like the second shania file. Who's go the magic?

> Come on, help a brother out.

>

><http://tinyurl.com/qrcam>

>You have a stereo pair, and kick,snare, hihat on separate wave files.

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>Goal sound i'm going for

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>

>

>

>

Subject: Re: Paris challenge
Posted by [Kim](#) on Sat, 17 Jun 2006 00:16:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

"uptown jimmy" <johnson314@bellsouth.net> wrote:
>Yes, indeed.

....or, indeed, like the one Shania has. ;o)

>
>Jimmy
>
>
>"Kim" <hiddensounds@hotmail.com> wrote
>
> and a nice tight bottom on it like the Shania one has.
>
>
>

Subject: Re: Paris challenge
Posted by [uptown jimmy](#) on Sat, 17 Jun 2006 00:20:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, indeed.

Jimmy

"Kim" <hiddensounds@hotmail.com> wrote

and a nice tight bottom on it like the Shania one has.

Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Sat, 17 Jun 2006 02:07:59 GMT
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Thanks a lot. I can listen to it tomorrow. Can you tell me what you did to treat it?

Thanks!
John

"Kim" <hiddensounds@hotmail.com> wrote:
>

>"uptown jimmy" <johnson314@bellsouth.net> wrote:

>>Yes, indeed.

>

>...or, indeed, like the one Shania has. ;o)

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>

Subject: Re: Paris challenge

Posted by [Kim](#) on Sat, 17 Jun 2006 03:48:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you like it I'll send you the project file for it. You can have a look yourself.

Cheers,

Kim.

"John" <no@no.com> wrote:

>

>Thanks a lot. I can listen to it tomorrow. Can you tell me what you did

>to treat it?

>

>Thanks!

>John

>

>

>"Kim" <hiddensounds@hotmail.com> wrote:

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>>>Yes, indeed.

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Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Sun, 18 Jun 2006 14:10:21 GMT
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Hi Kim, I appreciate the file. I took a listen and while the kick is more tame, I seem to be a long way from the reference goal I'm going for. I'll have to see if my little brain can figure out how to get this sound. Drum sounds are pretty new to me so I need all the help I can get.

Thanks,
John

"Kim" <hiddensounds@hotmail.com> wrote:

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>If you like it I'll send you the project file for it. You can have a look
>yourself.

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>Cheers,
>Kim.

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Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Sun, 18 Jun 2006 15:12:37 GMT
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Here's another uncompressed file to try. I'm trying to squish the life out of this using the EDS compressor which I don't think is up to the task. And since Auxs can't do VST's I'm pretty screwed on doing a New York Compression technique without bouncing.

Try to squish this without pumping artifacts. I don't think it's possible with Paris EDS effects.
<http://tinyurl.com/rpu78>

This is the sound I'm going for:
<http://tinyurl.com/gtacu>

Thanks,

John

Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Sun, 18 Jun 2006 15:26:38 GMT
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I have stripped the desired goal reference file down to help in the comparison. Here it is: <http://tinyurl.com/lkbpk>

Wavelab says the goal file is
RMS Power
left right
max-12.31db -11.89
min -34.63 -34.57

average
-19.94 -20.41

My file is
left

max -17.69 -17.09
min -90.32 -90.31

So what does all this mean?
THANKS in advance.

Subject: Re: Paris challenge
Posted by [Kim](#) on Sun, 18 Jun 2006 22:30:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

As I said, a large chunk of the issue lies not in how you're processing it, but in the fact that the initial sounds are quite different from what's on the record...

....IMHO.

If you get the sounds themselves matched better it will make it much easier. If you can't match the sounds better, no amount of processing will help.

Just my 2 cents.

Cheers,
Kim.

"John" <no@no.com> wrote:

>

>Hi Kim, I appreciate the file. I took a listen and while the kick is more

>tame, I seem to be a long way from the reference goal I'm going for. I'll

>have to see if my little brain can figure out how to get this sound. Drum

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>Thanks,

>John

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Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Mon, 19 Jun 2006 00:46:59 GMT
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I'm trying to do the New York Drum Compression Trick where you squish one mix of drums and let the raw channels just peek over the tops.

I'm in Paris and can't seem to squish enough. Every compressor I try (waves C4,C1, RenComp, sonalksis, timeworks, Ultrafunk, blockfish, etc...) don't seem to narrow the dynamic range much at all. They seem to drop the volume as they narrow but with make up gain they sound very mildly compressed and

not all that impressive. I definitely understand compressors but anything more than 3:1 seem to have artifacts.

Any serious squishing results in the kick distorting too. Here is a drum track. Can anyone give me some tips please on getting the drumsound below?

<http://tinyurl.com/rpu78>

This is the sound I'm going for:

<http://tinyurl.com/gtacu>

Thanks in advance.

Subject: Re: Paris challenge
Posted by [Tom Bruhl](#) on Mon, 19 Jun 2006 18:46:32 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_016E_01C693AF.27A40BA0

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

John,

I like putting a 2 band Waves EQ in front of a La2a from the UAD for the smacked sound you're talking about.

The EQ is just for gain reduction into the La2a to eliminate clipping of the Native insert area. Of course you can always adjust the La2a input also but this will give you more headroom before the 'sound' of the input being raised/lowered on the La2a.

Tom

"John" <no@no.com> wrote in message news:4495f403\$1@linux...

I'm trying to do the New York Drum Compression Trick where you squish = one mix of drums and let the raw channels just peek over the tops.

I'm in Paris and can't seem to squish enough. Every compressor I try = (waves C4,C1, RenComp, sonalksis, timeworks, Ultrafunk, blockfish, etc...) = don't seem to narrow the dynamic range much at all. They seem to drop the =

volume

as they narrow but with make up gain they sound very mildly compressed =
and

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anything

more than 3:1 seem to have artifacts.

Any serious squishing results in the kick distorting too. Here is a =
drum

track. Can anyone give me some tips please on getting the drumsound =
below?

<http://tinyurl.com/rpu78>

This is the sound I'm going for:

<http://tinyurl.com/gtacu>

Thanks in advance.

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_016E_01C693AF.27A40BA0

Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
```

```
<HTML><HEAD>
```

```
<META http-equiv=3DContent-Type content=3D"text/html"; =  
charset=3Diso-8859-1">
```

```
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
```

```
<STYLE></STYLE>
```

```
</HEAD>
```

```
<BODY bgColor=3D#ffffff>
```

```
<DIV><FONT face=3DArial size=3D2>John,</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>I like putting a 2 band Waves EQ in =  
front of a La2a=20
```

```
from</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>the UAD for the smacked sound you're =  
talking=20
```

```
about.</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>The EQ is just for gain reduction into =  
the La2a to=20
```

```
eliminate</FONT></DIV>
```

```
<DIV><FONT face=3DArial size=3D2>clipping of the Native insert =  
area.&nbsp; Of course=20
```

you can always

adjust the La2a input also but =
this will give =
you more headroom

before the 'sound' of the input being =
raised/lowered on the

La2a.

Tom

QUOTE=20
style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
no@no.com> wrote =
in message =
<A =
href="news:4495f403\$1@linux">news:4495f403\$1@linux...</DIV>
I'm =

trying to do the New York Drum Compression Trick where you squish =
one
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<A =
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href="http://tinyurl.com/rpu78">http://tinyurl.com/rpu78

Thi =
s is =
the sound I'm going for:
<A =
=
href="http://tinyurl.com/gtacu">http://tinyurl.com/gtacu

<BR =
>Thanks =
in advance.</BLOCKQUOTE>

I choose Polesoft Lockspam to fight spam, =
and =
you?
<A =

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BODY ></HTML>

-----=_NextPart_000_016E_01C693AF.27A40BA0--

Subject: Re: Paris challenge
Posted by [rick](#) on Tue, 20 Jun 2006 08:23:49 GMT
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is that you...you cute little monkey you on gs?

On 19 Jun 2006 10:46:59 +1000, "John" <no@no.com> wrote:

>
>I'm trying to do the New York Drum Compression Trick where you squish one
>mix of drums and let the raw channels just peek over the tops.
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><http://tinyurl.com/rpu78>
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>This is the sound I'm going for:
><http://tinyurl.com/gtacu>
>
>
>Thanks in advance.

Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Tue, 20 Jun 2006 10:55:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know. What's a 'gs'?
hehe

rick <parnell68@hotmail.com> wrote:
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>

>On 19 Jun 2006 10:46:59 +1000, "John" <no@no.com> wrote:
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>>
>>
>>Thanks in advance.
>

Subject: Re: Paris challenge
Posted by [rick](#) on Tue, 20 Jun 2006 18:54:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

gearsluts...only cuz the q is the same one here about drum
dom[pression. anyhoo, i run one stereo pair through the amek at one
setting and then 2 mono sends through a distressor set to nuke with
the input on 9 attack on 5 and release on 9...squishy.

On 20 Jun 2006 20:55:10 +1000, "John" <no@no.com> wrote:

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>I don't know. What's a 'gs'?
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>rick <parnell68@hotmail.com> wrote:
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>>>Thanks in advance.
>>

Subject: Re: Paris challenge
Posted by [John \[1\]](#) on Tue, 20 Jun 2006 19:14:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh yeah, that's me slutting around. Now I got ya.

rick <parnell68@hotmail.com> wrote:
>gearsluts...only cuz the q is the same one here about drum
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>>>>Thanks in advance.
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Subject: Re: Paris challenge
Posted by [rick](#) on Wed, 21 Jun 2006 08:29:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

i must admit when talking to you on the phone i pictured you looking a bit different.

;o)

On 21 Jun 2006 05:14:06 +1000, "John" <no@no.com> wrote:

>

>Oh yeah, that's me slutting around. Now I got ya.

>

>rick <parnell68@hotmail.com> wrote:

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