Subject: Auto-Tune vs. Melodyne - some observations
Posted by Neil on Sat, 21 Jul 2007 01:24:49 GMT
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A couple other observations:

a.) Melodyne can also adjust/alter timing, ether automatically
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it at all).

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Final Tip:
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Anyway, just some observations.

Neil

Subject: Re: Auto-Tune vs. Melodyne - some observations
Posted by Bill L on Sat, 21 Jul 2007 01:50:43 GMT
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There is a Melodyne-like feature in Samplitude 8 that works pretty darn
well too, aside from a few idiosyncrasies.

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Subject: Re: Auto-Tune vs. Melodyne - some observations
Posted by LaMont on Sat, 21 Jul 2007 02:49:15 GMT

Hey Neil..Thanks for the tips..

"Neil" <OIUOIU@OIU.com> wrote:
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Posted by DJ on Sat, 21 Jul 2007 03:03:29 GMT
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Subject: Re: Auto-Tune vs. Melodyne - some observations
Posted by Neil on Sat, 21 Jul 2007 04:08:37 GMT

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No prob. You're quite welcome.

Neil

"LaMOnt" <jjdpro@ameritech.net> wrote:
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Posted by Bill L on Sun, 22 Jul 2007 14:32:56 GMT
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>>> kind of alteration like AutoTune doing a severe correction
>>> would display, but it's almost as if it "rounds out" the sound
>>> a bit... maybe takes a bit of the edge or air off. It's not
>>> severe, but it's noticeable. AT5 sounds really fucking good, by
>>> the way, and has a couple of features that previous versions did
>>> not, such as "Humanize", which, when used in gentle degrees can
>>> sound good, and an option where you can set the pitch
>>> correction to ignore vibrato - something that's VERY useful in
>>> the case of any singers who have a wide vibrato!
>>>
>>> 2.) If you need more serious pitch correction, then Melodyne is
>>> the way to go - in this type of application it displays LESS
>>> artifacts than does Auto-Tune.
>>>
>>> A couple other observations:
>>>
>>> a.) Melodyne can also adjust/alter timing, ether automatically
>>> (not recommended, IME) or manually (better - if you need to do
>>> it at all).
>>>
>>> b.) Melodyne does not handle "noise" as well as Auto-Tune
>>> does... for example, if you have a nice, clean vocal track -
>>> someone singing softly through a clean mic & preamp, it may not
>>> make much of a difference; but if you have someone singing a
>>> typical rock, country rock, or if you're recording Tom Waits,
>>> you may have some problems with Melodyne... especially if you're
>>> tracking Tom Waits through a u-67 & a nice woolly Neve preamp -
>>> - get my drift? Let's say Tom sings the phrase: "Baton Rouge"
>>> and phonetically it sounds something like: "Brhaagghtnn
>>> Hrooozzgzzzh", then you, my friend, are going to have a lot of
>>> noise/non-note kind of artifacts that Melodyne will not know
>>> how to deal with. This includes breaths, by the way, so a
>>> breathy female vocal may also give you fits. It'll be up to you
>>> to do one of two things with those short bursts of noise that
>>> Melodyne will be incapable of recognizing as notes:

>>> 1.) Leave 'em where they are & don't try to correct the pitch
>>> on 'em & just hope it works.. or: 2.) manually edit those
>>> artifacts out of the Melodyne display screen & extend the note
>>> right in front of or right behind were it was to take it's
>>> place. If you haven't worked with Melodyne yet, then you
>>> obviously don't know exactly what I mean by that, but suffice
>>> it to say this can be laborious on some singers & genres.
>>> I would suggest trying "1" before automatically jumping to
>>> option # "2" - you may find that some of the noise bits are OK,
>>> leaving you only to have to manually tweak the remainder.
>>>
>>> Final Tip:
>>> When using Melodyne, ALWAYS make sure to set the record path to
>>> a new subfolder you can create within the project directory or
>>> folder tree - don't use the default. In this manner (setting
>>> the record path yourself), the Melodyne files aways go with the
>>> project, even when you back it up, archive it, etc.
>>>
>>> Anyway, just some observations.
>>>
>>> Neil
>>
>