Subject: Run VST reverb ,stereo, for vocal TIP!!

Posted by Dimitrios on Mon, 28 Dec 2009 15:21:13 GMT

View Forum Message <> Reply to Message

Hi,

Merry Christmas and a happy new year to everyone!

You have to use the editor in FREEMODE!

Thus you can assign the same instrument on two Paris tracks by using only one paf file.

Then you have to use the Chainer in stereo mode by loading it at the leftmost Paris track.Or if you have a VST reverb that has dry control this will work too.

Then load inside it your favourite VST Reverb.

From inside Chainer you can also have the dry volume of your vocal so you apply as much wet reverb audio as you want.

It is stereo!

Regards,

Dimitrios

Subject: Re: Run VST reverb ,stereo, for vocal TIP !! Posted by Ted Gerber on Mon, 28 Dec 2009 23:02:21 GMT

View Forum Message <> Reply to Message

Thanks Dimitrios.

Using Freeform mode when mixing can be problematic. Aside from the use of an extra track, I think I've been able to achieve similar results to your method by copying the paf file to the adjacent track and loading a stereo instance of the plugin across both. Unless there are uneven reflections desired (true stereo) but this way gives almost the same result...

What do you think?

Ted

Subject: Re: Run VST reverb ,stereo, for vocal TIP !! Posted by Dimitrios on Tue, 05 Jan 2010 12:00:28 GMT

View Forum Message <> Reply to Message

Hi,

Yes it is the same...

Freeform is the best way to mix for me!!

With your method you have to use a second audio track playing , with freeform though there is only one audio track playing...

Regards,

Dimitrios

Subject: Re: Run VST reverb ,stereo, for vocal TIP !! Posted by Ted Gerber on Tue, 05 Jan 2010 13:38:51 GMT

View Forum Message <> Reply to Message

Perhaps I don't understand Freeform. I usually only engage it to track. My system is apart right now, waiting to build a new setup, but when there's a combo of Rendered and "straight" tracks on the playing field, one or other of those types gets bumped from the playing field when switching back to standard mode, correct?

Sorry I can't remember without it in front of me...

Ted