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Subject: Guerilla mixing

Posted by [Deej \[1\]](#) on Wed, 08 Mar 2006 08:49:22 GMT

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CD release party is Friday. 12 song project. I've got 10 songs mixed and 8 mastered (well.....what passes for mastering around here). This has been stressful, but I may just get this done by Friday. We'll be burning CD's all day Friday.

Man, I'm exhausted. I wish I had about a month to walk away from this before mastering it. So much for the \*perfect world\*. As soon as I get a song mastered, it gets grabbed and sent to some radio station or another for airplay and promo for the CD release party. I'm sweating bullets about this but I guess the stuff is radio ready. Everyone seems to like it and I haven't seen any lynch mobs headed my way.....yet.

So far so good.

;o}

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Subject: Re: Guerilla mixing

Posted by [rick](#) on Wed, 08 Mar 2006 09:40:43 GMT

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so what's the big apes name? if it's mr. bananas you're in good hands.

On Wed, 8 Mar 2006 01:49:22 -0700, "DJ"

<animix\_spam-this-ahole\_@animas.net> wrote:

>CD release party is Friday. 12 song project. I've got 10 songs mixed and 8  
>mastered (well.....what passes for mastering around here). This has been  
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>;o}  
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Subject: Re: Guerilla mixing  
Posted by [Russ](#) on Wed, 08 Mar 2006 14:57:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Heres to ya mate, when all said and done I think u r an audio guru, tried and tested, I've followed ur dilemas and ur wins. Now the proof is in the pudding. All the best, its all good.... :O)

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
news:440e9b94@linux...

> CD release party is Friday. 12 song project. I've got 10 songs mixed and 8  
> mastered (well.....what passes for mastering around here). This has been  
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Subject: Re: Guerilla mixing  
Posted by [Deej \[1\]](#) on Wed, 08 Mar 2006 15:09:31 GMT

I think he's getting a new website up and running. If you Google \*Tim Sullivan, diary of a songwriter\* there's quite a bit of info on him. He's got a one man show that has played on Broadway and the songs for this project are full band productions of the songs he plays on the show. The Today Show came to town last year to interview him. Here's a link to it. He's the guy in the cowboy hat ( naturrally ;o). His sister Heather sings on the project as well.

<http://msnbc.msn.com/id/8002223/>

;o)

"rick" <parnell68@hotmail.com> wrote in message  
news:lh9t025iclhdm1kadvmddod2qjaq2ul5vg@4ax.com...

> so what's the big apes name? if it's mr. bananas you're in good hands.

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>

>

> On Wed, 8 Mar 2006 01:49:22 -0700, "DJ"

> <animix\_spam-this-ahole\_@animas.net> wrote:

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Subject: Re: Guerilla mixing

Posted by [Deej \[1\]](#) on Wed, 08 Mar 2006 16:54:57 GMT

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Thanks guys. This is really my first commercial project. I'm done lots of demo work, some of which were pretty big projects (ie, high track counts) but never anything quite like this. The level of musicianship, for the most part is excellent and it's been a real learning experience. In hindsight, there are still things I would do differently, but overall, I'm happy with the results I'm getting. The biggest payoff in this whole thing is that I've been working such long hours and so consistently at this that I've got my ears right with the room/reference monitors ( thanks to DC and RZ for giving me a little time on their systems for a reality check last week) and my mixes are translating well. I was mixing until 2:00 AM today. When I went to bed, I figured I would wake up, listen to the mix again and find it out of balance due to ear fatigue. The mix actually sounds better to me this morning than it did last night. The NHT A-20 monitors/B-20 subwoofers really are nice once they are properly dialed in and the subwoofers are in phase( thanks again to DC for his help with this). Mixing for long periods of time isn't fatiguing. I've been averaging 8-10 hours a day.

Deej

"Mike R." <emarenot@yahoo.com> wrote in message news:440ee3ac@linux...

> Standing O DJ. From reading your posts over the years it seems like you're

> where you want to be. Heres to dreams, vision and persistance :-)

> Great good luck with this project.

> MR

>

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> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message

> news:440e9b94@linux...

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Subject: Re: Guerilla mixing  
Posted by [emarenot](#) on Wed, 08 Mar 2006 17:02:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Standing O DJ. From reading your posts over the years it seems like you're where you want to be. Heres to dreams, vision and persistance :-)  
Great good luck with this project.  
MR

"DJ" <[animix\\_spam-this-ahole\\_@animas.net](mailto:animix_spam-this-ahole_@animas.net)> wrote in message [news:440e9b94@linux...](mailto:news:440e9b94@linux...)  
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Subject: Re: Guerilla mixing  
Posted by [RZ](#) on Wed, 08 Mar 2006 18:09:56 GMT  
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A little anxiety is not a bad thing. It beats over-confidence any day of the week.

RZ

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message news:440f0d62@linux...

> Thanks guys. This is really my first commercial project. I'm done lots of  
> demo work, some of which were pretty big projects (ie, high track counts)  
> but never anything quite like this. The level of musicianship, for the  
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producing" stuff. You could spend a lifetime mixing a song.  
Ultimately if it sounds good and the client is happy, you're done! :-)

David.

DJ wrote:

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Subject: Re: Guerilla mixing  
Posted by [Kim](#) on Wed, 08 Mar 2006 23:36:53 GMT  
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Sounds like you're doing the work, earning your cash, and getting the job done, and all under quite a bit of pressure.

You've certainly done your milage in terms of the effort you've put in over the past few years to reach the point you're at now. Hope it all works out. Sounds like it's going to. Keep at it.

You know you love it. ;o)

Cheers,

Kim.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

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>;o}

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Subject: Re: Guerilla mixing

Posted by [Paul Braun](#) on Thu, 09 Mar 2006 03:02:21 GMT

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On Wed, 8 Mar 2006 01:49:22 -0700, "DJ"

<animix\_spam-this-ahole\_@animas.net> wrote:

>

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What we need to know, above anything else, is the exact audio chain  
involved in this recording.

Split it into two posts, if necessary.

;-P

Congrats, dude.

pab

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Subject: Re: Guerilla mixing

Posted by [John \[1\]](#) on Thu, 09 Mar 2006 12:52:28 GMT

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tell that to Mutt Lange. hehe

EK Sound wrote:

> I Actually prefer mixing under pressure... it prevents "over producing"  
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> pab

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Subject: Re: Guerilla mixing  
Posted by [Deej \[1\]](#) on Thu, 09 Mar 2006 16:28:16 GMT  
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Burned a CD last night of the all of the final mixes/masters. The client loves it. There are still some things that are making me cringe.(sigh).

We're going to give it another good listen today and make notes song by song (should have done this weeks ago but there were a number of things that slowed this down) Remixes should go quickly if called for. The issues are small ones and as the client says....."man, nobody but you would even hear that". It's really a matter of what kind of playback device is being used at this point. There are some things I hear/don't hear on my car stereo that aren't even noticable on bigger systems, but since this is where people listen to music, I want to address these issues.I have compared this mix to some other commercial mixes on my car stereo and it really sounds better than some, not quite as good as others so I'm in the commercial ballpark, so to speak.

He's got 1000 blank silk screened CD's, jackets and jewel boxes already. We're going to burn 200 CD's for the release party tomorrow night. It's a benefit for the Red Cross and there are going to be three radio stations and a lot of folks there. I won't feel bad about selling the CD's with the mixes as they stand right now at the party tonight but the client is going to Hawaii for two months on March 15th so I'm going to have some more time to really polish this project before the first large run which will be done by a local studio here once I'm done. I'm getting a \*per unit\* royalty on this so, there's more of a payoff to getting this right than just massaging my ego. This guys a touring musician and it will be getting quite a bit of exposure. I want him to have a \*great\* product.

Man, I'm tired. This deadline stuff really does hone your chops and basically \*decides things for you\*.

;oP.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message news:440e9b94@linux...

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Subject: Re: Guerilla mixing  
Posted by [Rich\[3\]](#) on Thu, 09 Mar 2006 17:02:31 GMT  
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Congrats - when you have the time to take a step back you'll be able to hear a job well done!! Sounds like you earned it!

Paul Braun <cygnus\_nospam@ctgonline.org> wrote:

>On Wed, 8 Mar 2006 01:49:22 -0700, "DJ"

><animix\_spam-this-ahole\_@animas.net> wrote:

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>Split it into two posts, if necessary.

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Subject: Re: Guerilla mixing  
Posted by [Deej \[1\]](#) on Thu, 09 Mar 2006 17:29:22 GMT  
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A local engineer has worked quite bit with Mutt Lange. He was over here helping me mic up a session a while back and started telling Mutt Lange stories.....like how it too him a week of 8-10 hour days just to get the drums and bass to his liking in a mix. Something like 2 full days just to nail the kick and snare .

;o}

"John" <no@no.com> wrote in message news:441025fe@linux...

> tell that to Mutt Lange. hehe

>

> EK Sound wrote:

> > I Actually perfer mixing under pressure... it prevents "over producing"  
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Subject: Re: Guerilla mixing  
Posted by [Deej \[1\]](#) on Thu, 09 Mar 2006 17:31:00 GMT  
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---

.....oh yeah.....and this was just for one song, not all the songs in the  
entire project. Each song got the same treatment.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
news:44106700@linux...

> A local engineer has worked quite bit with Mutt Lange. He was over here  
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Subject: Re: Guerilla mixing  
Posted by [dc\[3\]](#) on Thu, 09 Mar 2006 21:11:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good work DeeJ!

Hey, both views are right. Most people will never hear the things that bug you, but yes, you need to fix them.

Why?

Because those who open the door to future jobs \*will\* hear them, and those who have good systems and good ears will hear them and they often carry more than their share of influence.

Most of all, this is your life, your resume, and you want it to stand up to the test of time.

Not to put pressure on you, but I am glad you will have the time to work a little more closely on the things that bug you.

It is a very good sign when you like something better in the morning than you did they night before!

I am still replacing tracks and editing on the live 24-trk session. It's going well, and I have a bunch of preliminary EQ's and FX settings sounding pretty good.

Everyone loves the drum sound...  
4 MICS!! Kick, snare, and stereo pair overhead. amazing...

heh heh had to bust your hump a little...

best,

DC

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Subject: Re: Guerilla mixing  
Posted by [John \[1\]](#) on Fri, 10 Mar 2006 12:51:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I've been trying to copy his Kick Snare for months so I know the feeling. hehe

DJ wrote:

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> helping me mic up a session a while back and started telling Mutt Lange  
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Subject: Re: Guerilla mixing

Posted by [John \[1\]](#) on Fri, 10 Mar 2006 12:58:04 GMT

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Actually Mutt DOES seem to remain objective. He seems to just get what a good song is and keeps working on the craft to achieve his well understood goals. The thing is, if you KNOW exactly what your goal is then if it takes 100 times more than average to achieve it you can STILL achieve it as long as you are clear on what the goal is. I have studied Mutt seriously for YEARS and his craft appears to be very refined but very describable.

I find his albums some of the most enjoyable of any I own starting with Woman in Me and Come on Over. I consider UP much less interesting but his talent is all over them. Also Foreigner 4, the AC/DC stuff and Bryan Adams albums show that his skill is not a fluke but a mature craft. He is quoted as saying he doesn't care about audiophile quality, he cares what will SELL and that is all. He is writing his songs for the checkout girl at the walmart. With Shania they are worth over 1/2 billion bucks so I think they are doing something right.

John

EK Sound wrote:

> There is no way a person could remain objective about a sound after that  
> long... if it took me 2 days to get a kick sound that would work with  
> the track, I would quit and go frame houses or something.

>

> David.

>

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Subject: Re: Guerilla mixing

Posted by [Deej \[1\]](#) on Sat, 11 Mar 2006 01:57:14 GMT

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"EK Sound" <askme@nospam.com> wrote in message news:440f23e6@linux...

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Subject: Re: Guerilla mixing  
Posted by [Deej \[1\]](#) on Sat, 11 Mar 2006 02:09:32 GMT  
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Well.....we're done.....and yes, I could have easily spent another week on this. I was up until 6AM, slept until 10:00, woke up and worked on it until 2:00 PM. The client took it out of here at 2:30 for duplication and I took a nap.

Since this is a short run for the party, there are still some things I will change before the large run is done, but that's going to be in a couple of weeks, so I can relax and take my time. The client was checking it out at this other studio in a professionally built mix room (designed by Ed Stasium) with a very expensive reference system and he is tickled to death with the whole thing. This mkes me feel very good that I can trust my room..

The CD release party is tonight. I'm expected to attend. I'm pretty much a hermit these days. It's been dry here all winter but it finally decided to show up 3 days ago and there is over a foot of snow on the ground. It's still snowing hard. That's OK. We need it and it's sort of soothing to the spirit.....like a big fluffy pillow has descended on the area. The plows are keeping the main roads clear and my little Passport has 4WD so I guess I'll run the 7 miles into town and schmooze for a while.

;o)

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