Subject: Drum editing tips needed
Posted by Dan on Fri, 08 Sep 2006 00:18:26 GMT

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Hi folks,
Somewhat unfortunately, I've got some serious tidying up of drum tracks to
do. It's driving me nuts! (Anyone who wants an edit job / drummers with studios
looking to record could try propositioning me!).
I've got drums recorded across 12 channels, but much of the playing needs
"quantising", ideally around a groove (i.e. the grove when he gets it right;
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to the possibilities offered in cubase / recycle, but presumable this would
be the way forward, rather than trying to do it all by hand in Paris. Problem
with recycle, as far as I understand it, it that it works on mono, maybe
even stereo, files, but not 12 at once.

Hot tips greatly appreciated.
Thanks,
Dan

Subject: Re: Drum editing tips needed
Posted by gene lennon on Fri, 08 Sep 2006 01:11:49 GMT

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"dan b" <daniel_burne@NOSPAMyahoo.com> wrote:
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>even stereo, files, but not 12 at once.
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>Hot tips greatly appreciated.
>Thanks,
>Dan

You are correct about Recycle, it will not work across 12 tracks. I suggest
you move the wave files to Pro Tools and do this with Beat Detective (not

the LE version which only works on two tracks.) You should be able to find many Pro Tools users who will take this on.
It is much easier if it was recorded to a grid. Saying you want to quantize to section of the song he did well, will only work if the tempo is exactly the same throughout the track. This is unlikely if his playing was that sloppy. Beat Detective will allow you to extract an averaged tempo map out of the performance and quantize to that, but it may still speed up and slow down.

the groove on top of the generated tempo map.
If its just a matter of a few late kick or snare hits, I would do it in Paris, but be sure to cut and move all 12 tracks simultaneously. If you need do advanced surgery, Beat Detective is the best tool for the job.
gene

Subject: Re: Drum editing tips needed
Posted by Carl Amburn on Fri, 08 Sep 2006 02:12:38 GMT
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Or - how about have them perform the song the way it's supposed to sound?
Sorry, I couldn't help myself. !! Even when clients joke to me about stuff like this, my immediate response is "What's your budget?". Ba dum tshhhh.

And, here's one of the two jokes that I consistantly remember.....it's a one-liner....

"So many drummers, so little time."

best of luck Dan,
-Carl

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:4500c355$1@linux...
>
> "dan b" <daniel_burne@NOSPAMyahoo.com> wrote:
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> the same throughout the track. This is unlikely if his playing was that
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> Beat Detective will allow you to extract an averaged tempo map out of the
> performance and quantize to that, but it may still speed up and slow down.
> It can also extract a "groove" from a well-played section and quantize
using
> the groove on top of the generated tempo map.
> If its just a matter of a few late kick or snare hits, I would do it in
Paris,
> but be sure to cut and move all 12 tracks simultaneously. If you need do
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Subject: Re: Drum editing tips needed
Posted by Chris Ludwig on Fri, 08 Sep 2006 05:06:02 GMT
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HI ,
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Chris

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> Thanks,
> Dan

--
Chris Ludwig
ADK
chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
www.adkproaudio.com <http://www.adkproaudio.com/>
(859) 635-5762

Subject: Re: Drum editing tips needed
Posted by Don Nafe on Fri, 08 Sep 2006 09:46:58 GMT
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I only charge $0.10 per edit per track...work is guranteed...and by the
sounds of it I'll be able to retire after this edit job

;-)

Don

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:4500f89a$1@linux...
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Subject: Re: Drum editing tips needed
Posted by rick on Fri, 08 Sep 2006 17:58:18 GMT
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is that $0.10 canadian or american?

On Fri, 8 Sep 2006 05:46:58 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

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>sounds of it I'll be able to retire after this edit job
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Subject: Re: Drum editing tips needed
Posted by Don Nafe on Fri, 08 Sep 2006 21:43:13 GMT
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either or...I'll still be able to retire

heehehehehehe

Don

"rick" <parnell68@hotmail.com> wrote in message
news:3pb3g29d2cdo0iul0mr581m8r04eeeto8m@4ax.com...

> is that $0.10 canadian or american?

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> On Fri, 8 Sep 2006 05:46:58 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

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Subject: Re: Drum editing tips needed
Posted by Deej [1] on Fri, 08 Sep 2006 22:37:02 GMT
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Hey.......someone was trying to pimp you in another thread.......that would
probably be more fun.

"Don Nafe" <dnafe@magma.ca> wrote in message news:4501e253$1@linux...
> either or...I'll still be able to retire
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> heehehehehehe
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Subject: Re: Drum editing tips needed
Posted by Deej [1] on Fri, 08 Sep 2006 22:37:56 GMT
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.......OOPS!!!......sorry, they were trying to *ping* you............my bad.

;oP

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
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Damn!!!!.......and it wasn't even you.......it was Jef Knight.........
sheesh.......I'm glad it's Friday (whatever difference that makes)

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Subject: Re: Drum editing tips needed
Posted by Don Nafe on Fri, 08 Sep 2006 23:32:07 GMT
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Morning Deej

heehehehehehe

D

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4501f178@linux...
> Damn!!!!.......and it wasn't even you.......it was Jef Knight.........
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Subject: Re: Drum editing tips needed
Posted by Deej [1] on Fri, 08 Sep 2006 23:32:55 GMT
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:O}........... I have been putting in an average of 70 hours a week over
the last month in my day job. Things should ease up a bit by the middle of
November, but the next 10 days are going to be very intense. I'll be
dropping in here from time to time to bitch and whine.

"Don Nafe" <dnafe@magma.ca> wrote in message news:4501fbda@linux...
> Morning Deej
>
> heehehehehehe
>
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>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
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> > news:4501f127@linux...
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Subject: Re: Drum editing tips needed
Posted by Don Nafe on Sat, 09 Sep 2006 00:01:37 GMT
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Looking forward to it

Don

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4501fe0c@linux...
> :O}........... I have been putting in an average of 70 hours a week over
> the last month in my day job. Things should ease up a bit by the middle of
> November, but the next 10 days are going to be very intense. I'll be
> dropping in here from time to time to bitch and whine.
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:4501fbda@linux...
>> Morning Deej
>>
>> heehehehehehe
>>
>> D
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>> news:4501f178@linux...
>> > Damn!!!!.......and it wasn't even you.......it was Jef Knight.........
>> > sheesh.......I'm glad it's Friday (whatever difference that makes)
>> >
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Subject: Re: Drum editing tips needed (Cubase SX)
Posted by Dan B on Wed, 13 Sep 2006 14:35:20 GMT
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Thanks for the replies.
The way I see it, my options are:
1) Outsource this to someone. That'd certainly be a relief, though the disadvantage
would be I wouldn't learn how to do it myself. Presumably export to protools
(omf/omv?) function in Paris would help here (I've never used it), and then
someone could get to work on Beat Mapper.
2) I have Cubase SX but rarely use it, certainly not for anything this clever!
Any ideas how the audio quantise (ideally to a predefined groove rather than
a precise click) works?
(BTW, all the drums were recorded to a click; the playings just a bit off.
I know, get a new drummer...!)

Thanks for any tips,
Dan

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