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Subject: A cold day in August  
Posted by [Deej \[1\]](#) on Wed, 17 Aug 2005 06:31:59 GMT  
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e in depth experimentation

>>>

>>>with

>>>

>>>

>>>>this. I just want to make sure that my methodology is somewhat sound

>

> and

>

>>>>that I'm not tilting at windmills here. I've got a full plate so though

>>>>

>>>>I'd

>>>>

>>>>

>>>>>like to be able to spend the next 6 months floundering

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Subject: Re: A cold day in August  
Posted by [rick](#) on Wed, 17 Aug 2005 09:26:25 GMT  
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100-100 L/R spread equals 0.25' so for

>

> every

>

>>>>>4 increments, I'm moving the performer to the left or right by 1'. For

>>>>>example, if I wanted to position the band members within a space 30'

>

> across,

>

>>>>>then from the center, to place the guitarist 15' to stage left, I would

>>>>>

>>>>>pan

>>>>>

>>>>>

>>>>>him left to 60.

>>>>>

>>>>>This would theoretically put him 10' from the closest wall and 35' from

>>>>>

>>>>>the

>>>>>

>>>>>

>>>>>farthest wall.

>>>>>

---

>>>>>Now a few questions about early reflections and predelay and soundstaging

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Subject: Re: A cold day in August  
Posted by [nucom](#) on Wed, 17 Aug 2005 11:12:47 GMT  
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gt; the  
>  
>>>>>ER's for the right side to around 35ms and the ER's to the left to around  
>>>>>10ms with the levels about 2/3 to 3/4 (or less) of the strength of the  
>>>>>original signal. This would theoretically give me a basic two dimensional  
>>>>>(L/R) location of the musician in an ambient space, right?  
>>>>>  
>>>>>Also, do you pan the reverb send to mirror the return? I'm just not getting  
>>>>>this for some reason. Seems that panning the send does nothing. Maybe  
>  
> I'm  
>  
>>>>>just too overwhelmed at the moment to notice.  
>>>>>  
>>>>>2. In order to get the front/back positioning of the musician relative  
>>>  
>>>to  
>>>  
>>>  
>>>>>the

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Subject: Re: A cold day in August  
Posted by [Kim](#) on Wed, 17 Aug 2005 12:30:20 GMT  
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other band members and the front/back of the room, using predealy  
>  
> would  
>  
>>>>>provide some dimensional space.....right? what I'm not clear about  
>  
> is  
>  
>>>>>whether the predelay should be set for positioning the performers relative  
>>>>>to the fall of the space that is farthest from them or from the wall  
>  
> that  
>  
>>>>>is

>>>>  
>>>>  
>>>>>behind them. I know that since they are broadcasting into the room, that  
>>>>  
>>>>the  
>>>>  
>>>>  
>>>>>front makes sense, but music travels all directions and it seems it would  
>>>>>make smoe sense to at least take the back wall into consideration.  
>>>>>  
>>>>>Also, I'm thinking that using actual short (2-3 ms delays) between the  
>>>>>instruments/performers themselves wo

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Subject: Re: A cold day in August  
Posted by [justcron](#) on Wed, 17 Aug 2005 12:51:24 GMT  
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uld help to create some sense of  
>>>>>relative front-to-back relational spatiality.  
>>>>>  
>>>>>I'm working mostly with acoustic musicians, some drums, but very little  
>>>>  
>>>>in  
>>>>  
>>>>  
>>>>>the way of special FX like phaser/chorus/synth stuff,.....just trying  
>>>>>to create a realistic optimal and dimensionally realistic space for the  
>>>>>performance.  
>>>>>  
>>>>>How big a soundstage is generally used for commercial studio projects?  
>>>  
>>>I  
>>>  
>>>  
>>>>>know it's all relative, but if there is some sxort of \*go-by\* here that  
>>>>  
>>>>is  
>>>>  
>>>>  
>>>>>an accepted standard, I'd like to know.  
>>>>>  
>>>>>Thanks for indulging my ignorance and enlightening me..Also, I've got  
>  
> an  
>  
>>>>MP3  
>>>>

>>>>

>>>>>of a mix that I did last night that I'd like to get some of your opinions  
&

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Subject: Re: A cold day in August  
Posted by [John \[1\]](#) on Wed, 17 Aug 2005 13:11:13 GMT  
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859) 635-5762  
www.adkproaudio.com  
chrisl@adkproaudio.com"Tom Bruhl" <arpeggio@comcast.net> wrote:  
If you haven't seen it, it is very cool now.  
Finally got Drumagog 4.02 cooking and it is as good as it ever was.

Does this come with its own set of replacement drum sounds, or do you use  
it with sample libraries? Also, what is your Paris setup? Win98, XP? Mac?

ThanksHas anyone here tried the new Wizoo reverb? I'm on a Mac, so GigaPulse is  
out for me. I know Altiverb is supposed to be great, but it's just a l

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Subject: Re: A cold day in August  
Posted by [Paul](#) on Wed, 17 Aug 2005 14:10:21 GMT  
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ittle  
pricey for me right now. I think the Wizoo verb is about half the cost.  
Anybody?

Thanks,

Tony

"gene lennon" <glennon@NOSPmyrealbox.com> wrote in message  
news:43017d6c\$1@linux...

>

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

>>I'm needing to get pretty anal retentive with this stuff these days...

>>Deej

>>

>

> Well.

> I have worked with many producers and mix engineers over the years that do

> sweat the details, including sound stage.

> M/S.

> Binaural.  
> X/Y.

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Subject: Re: A cold day in August  
Posted by [EK Sound](#) on Wed, 17 Aug 2005 15:22:28 GMT  
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to add spot mics and "correct" the  
> phase relationship after the fact. I have not had a chance to try this  
> yet,  
> but I hope to soon.  
> (PhaseTone from Tritone is out now and free.)  
> <http://www.tritonedigital.com/products.htm>  
> Gene  
> This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0079\_01C5A326.0F93DB00  
Content-Type: text/plain;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Gary,  
I'm on XP Pro, only a couple of samples come with it  
but the upgrade allows access to purchasing more  
samples from Wavemachines (Drumagog) website.  
I have my own sample library derived from many sources  
and converted to .wavs. =20

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Subject: Re: A cold day in August  
Posted by [Neil](#) on Thu, 18 Aug 2005 01:26:26 GMT  
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;BR>&gt;I'm still figuring out a few things but it looks much =  
better=20  
than<BR>&gt;2.0 which I was using.&nbsp; Seems to trigger more =  
easily and=20  
allows for<BR>&gt;less latency-greater CPU load=20  
settings.<BR>&gt;<BR>&gt;Great plugin in=20  
general.<BR>&gt;Tom<BR>&gt;<BR&

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