Subject: OT: Vocal effects? What and how?
Posted by ottawarocks on Mon, 05 Feb 2007 14:36:36 GMT
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This is only moderately related to Paris at all...

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Anyhow, the male singer was asking about processing the vocals... he'd like to get some sort of heavily altered sound like Phil Collins... and I have never done anything like that. I can almost hear the "Phil Collins" effects, but I can't even begin to imagine how to achieve it. I know there's a lot of reverb, but there's a lot of other stuff too...

Anyone know of a good (preferably web) reference for this type of info? Or if any of you wizzards have done this exact same sort of processing in the past, and are willing to share the recipe, I would be forever grateful...

Much appreciate any tips or pointers.

Daniel

Subject: Re: Vocal effects? What and how?
Posted by brandon[2] on Mon, 05 Feb 2007 14:50:03 GMT
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I would think along the lines of a vocoder.
Delay.
Maybe some reverse reverb???
You could always hire Phil.

--
Thanks,

Brandon

"D.P." <ottawarocks@netscape.net> wrote in message news:45c74163@linux...
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> Daniel
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Subject: Re: Vocal effects? What and how?
Posted by Deej [4] on Mon, 05 Feb 2007 14:53:26 GMT
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I think he actually used a phaser on the vocals on some of his stuff, didn't
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works great for wierd ****.

;o)

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> Daniel
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Subject: Re: Vocal effects? What and how?
Posted by brandon[2] on Mon, 05 Feb 2007 15:07:05 GMT
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Inverse Reverb Plug?

--
Thanks,

Brandon

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:45c74508@linux...
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Subject: Re: OT: Vocal effects? What and how?
Posted by gene lennon on Mon, 05 Feb 2007 17:11:51 GMT
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Daniel,
Do I recall correctly that you have the Waves Platinum bundle? If you do,
you have plenty of tools. Phil did not have one vocal sound, but rather played
around and found different effects for different songs.

If the vocals are reasonably well leveled, I would try putting some effects
like Enigma or MetaFlanger on first and then pass the whole mess through
Renaissance Vox. I would do this on a stereo vocal track (by duplicating),
then render the effected tracks using the SPDIF loop method, time align the
effected tracks and mix the effected tracks back in with the original mono
vocal.
If the original vocals were not well leveled, I would do an automation pass
first and render that, or compress first, before I applied the rest of this
technique.

Actually, I would do this with two computers and an adat loop to get it in
real time, Dimitrios would probably use Cinderella and Chainer to get similar
results on one PC in real time, but any variation of these methods should

and chorus/flange.

Gene

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>Daniel
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Subject: Re: OT: Vocal effects? What and how?
Posted by TC on Mon, 05 Feb 2007 17:18:27 GMT
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One of the TC-Helicon boxes would work well for that.

Cheers,

TC

D.P. wrote:
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Subject: Re: Vocal effects? What and how?
Posted by Deej [4] on Mon, 05 Feb 2007 17:47:08 GMT
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Sorry.I meant the non-linear reverb. It's a Paris effect.

"Brandon" <a@a.com> wrote in message news:45c74887@linux...
> Inverse Reverb Plug?
>
>
>
> --
> Thanks,
>
> Brandon
>
>
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Subject: Re: OT: Vocal effects? What and how?
Posted by Neil on Mon, 05 Feb 2007 19:00:30 GMT
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1.) Stero pitch shifter, slightly down on one side, slightly up
on the other (start off with something small, like 2 or 3 cents,
then adjust from there, if needed).

2.) If your pitch shifter will also delay the effect, then set
each for a slight slapback, if not, use a slapack delay
separately. Delay on the pitch shift itself is best, though.

3.) Big, short verb (sometimes gated, sometimes not). Don't
overdo it though.

4.) Longer, more subtle verb to taste, depending on the song.

5.) If you're also talking about the distortion effect, then
a cloned vox track with an exciter, followed by a compressor
will do the trick there. Lots of exciter, then compress it
pretty hard then just introduce a little bit of that & you're
good to go. De-ess this track all to hell.

Don't know if that's how they did it, but I've had to get that
sound before & that's what worked in that instance.

Neil

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