
Subject: OT-Logic question

Posted by [Gantt Kushner](#) on Thu, 25 Oct 2007 00:13:10 GMT

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Does Logic allow pitch and time changing using plugins like Pitch'n'Time and the Waves Transform bundle's Shifter?

Thanks!

Gantt

Subject: Re: OT-Logic question

Posted by [Ab](#) on Thu, 25 Oct 2007 07:10:32 GMT

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Yes, you can set Pitch'nTime as the default plug-in instead of Logic's pitch an timing algorithms. Afaik, it's P'nT LE only (licensed on an iLok dongle).

I don't know about the waves plug-in, but I suppose it's possible.

For serious pitch an timing corrections I highly recommend Melodyne Plug-in, or better still the full version.

Regards,
Ab

"Gantt Kushner" <ganttmann@comcast.net> wrote:

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>Thanks!

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Subject: Re: OT-Logic question

Posted by [Ted Gerber](#) on Thu, 25 Oct 2007 12:41:56 GMT

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Same here, Melodyne is quite good. The only thing that's different than Autotune etc is that it records the file to be corrected, and plays _that_ file back

as opposed to being real time. Which means if you make any edit changes on

the track later, you have to re-process it in Melodyne plug-in, otherwise

you won't hear them.

Ted

"Ab" <ab.vangoor@wanadoo.fr> wrote:

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Subject: Re: OT-Logic question

Posted by [Gantt Kushner](#) on Thu, 25 Oct 2007 13:42:01 GMT

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Hi Ted,

I'm not sure I understand what you're saying. When I use Autotune in Paris I render the bit of the track that I want to tune and then open it in the wave editor where I tune it. I almost never use Autotune as a real time plugin. Is that more or less how Melodyne works?

Thanks!

Gantt

"Ted Gerber" <tedgerber@rogers.com> wrote:

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Subject: Re: OT-Logic question
Posted by [Ted Gerber](#) on Thu, 25 Oct 2007 20:16:24 GMT
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Melodyne works similarly to how you're working with Autotune currently.
Melodyne will not "adapt" to any edits in real time. Rather, you "record"
the
audio you want processed and then apply the parameters (% of correction and
drift) and process. The pitch corrector that comes with Logic is a real time
app as well.

If you then edit the track on the timeline, you need to re-capture the audio to be processed in Melodyne, because you will hear what has already been processed by Melodyne.

Ted

"Gantt Kushner" <ganttmann@comcast.net> wrote:

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