
Subject: Loosing m mind

Posted by [cujo](#) on Sun, 15 Oct 2006 22:40:43 GMT

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Ok, It is finally start to get to me.

My mixes in Paris have always sounded murky and bass heavy and lack punch, outside my room, And they sound slamming inside the room.

First I got an external clock, then a UAD 1 card, then treated my room in a mega way, then new Dynaudio BM15s then another UAD with the 1073.. Is it the Paris bounce?

Is it the dithering in CEP? what are you guys doing..I mean really it sounds like a totally different mix to me...ARRRRGGHHH

Subject: Re: Loosing m mind

Posted by [Tom Bruhl](#) on Sun, 15 Oct 2006 22:57:47 GMT

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This is a multi-part message in MIME format.

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Cujo,

Are pro CDs brighter than they used to be in your newly modified room? If so I'd say it's treatment, speakers and their = placement.

Try recording and mixing a pro CD 2 track (no eq) that you know with = Paris.

Play that back on other systems. Does the same thing happen?

If so then there's something wrong with your digital config perhaps.

Good luck on this one.

Tom

"Cujo" <chris@nospamapplemanstudio.com> wrote in message = news:4532b8eb\$1@linux...

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I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>
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<DIV><FONT face=3DArial size=3D2>Good luck on this one.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
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Subject: Re: Loosing m mind
Posted by [Tom Bruhl](#) on Sun, 15 Oct 2006 23:15:00 GMT
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This is a multi-part message in MIME format.

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give
your ide a shot..maybe we copy bounce thie files to say 16 tracks, =
(Carefully)
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"Tom Bruhl" <arpeggio@comcast.net> wrote:

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Subject: Re: Loosing m mind
Posted by [Don Nafe](#) on Sun, 15 Oct 2006 23:57:09 GMT
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My first thought was "it's the room"

May I ask the room dimensions, the approximate location of your speakers and acoustic treatment?

DOn

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Subject: Re: Loosing m mind
Posted by [Neil](#) on Mon, 16 Oct 2006 00:30:04 GMT
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Cuj, try this...

Do a mix of one of your tunes with NO EQ or EFX whatsoever;
just raw tracks, balanced out more or less evenly so that you
can hear everything. Pan a little bit if you wanna, but nothing
too severe L&R unless it's a stereo track - no EQ, no 'verbs,
no dynamics - nothing. Then burn that off to a CD - if that
doesn't sound anything like the mix in your room, then it's
your room or something's funky goin' on between your rig & the

monitors... if it DOES sound like in your room, then it's the way you're mixing stuff - choices you're making when EQ'ing adding EFX, etc.

Try it... that way you have a true starting point.

Neil

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>>I choose Polesoft Lockspam to fight spam, and you?
>><http://www.polesoft.com/refer.html>
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>><DIV>Cujo,</DIV>
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>>newly</DIV>

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>><DIV>Try recording and mixing a pro CD 2 =

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>>size=3D2>Paris.</DIV>

>>Does the=20
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>><DIV>If so then there's something wrong =

>>digital config perhaps.</DIV>

>><DIV>Good luck on this one.</DIV>
>><DIV>Tom</DIV>
>><BLOCKQUOTE=20

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>> wrote in message <A=20
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>>

Subject: Re: Loosing m mind
Posted by [Don Nafe](#) on Mon, 16 Oct 2006 00:40:27 GMT
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another really dumb thought...is your monitoring system wired properly ? +
to + / - to -

"Neil" <OIUOIU@OIU.com> wrote in message news:4532d28c\$1@linux...
>
> Cuj, try this...
>
> Do a mix of one of your tunes with NO EQ or EFX whatsoever;

> just raw tracks, balanced out more or less evenly so that you
> can hear everything. Pan a little bit if you wanna, but nothing
> too severe L&R unless it's a stereo track - no EQ, no 'verbs,
> no dynamics - nothing. Then burn that off to a CD - if that
> doesn't sound anything like the mix in your room, then it's
> your room or something's funky goin' on between your rig & the
> monitors... if it DOES sound like in your room, then it's the
> way you're mixing stuff - choices you're making when EQ'ing adding EFX,
> etc.
>
> Try it... that way you have a true starting point.
>
> Neil
>
>
> "cujo" <chris@nosпамapplemanstudio.com> wrote:
>>
>>
>>
>>So you are saying pull up a stereo mix of say "Who;s Next" and bouonc it
>>in Paris then burn a CD of it..good idea..
>>
>>As far as treatment I have follwed a ton of advice from the John Sayers
> site
>>as far as nulls proper speaker height and width, I have minimized comb
>>filtering
>>from my gear, I have tons of 705 a cloud also hangs on the ceiling up, I
>>mean I don;t expect to make Who's Next again on my gear...and I have
>>always
>>had translation issues even in big studios with other people
>>engineering..but
>>it really seems so different, I often dread checking mixes...I will give
>>your ide a shot..maybe we copy bounce thie files to say 16 tracks,
>>(Carefully)
>>so 8 l and 8 r....and test if it is a track count thing too.
>>
>>
>>
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>
>>>
>>>Cujo,
>>>Are pro CDs brighter than they used to be in your newly
>>>modified room? If so I'd say it's treatment, speakers and their =
>>>placement.
>>>
>>>Try recording and mixing a pro CD 2 track (no eq) that you know with =
>>>Paris.

>>>Play that back on other systems. Does the same thing happen?
>>>If so then there's something wrong with your digital config perhaps.
>>>
>>>Good luck on this one.
>>>Tom
>>> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =
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Subject: Re: Loosing m mind

Posted by [cujo](#) on Mon, 16 Oct 2006 00:52:54 GMT

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It's really hard to describe, it has to be the room, but somewhere in the balance of bass and treble it seems that it is pretty dang close in my room to the reference CD's but I get to the car and I have to turn the bass down 1 and trebl up 2 clciks to get it where it felt in the house. but it isn't only that, but in my control room, the mises sound clear, 3 dimentional and "airy" but the CD burns sound almost hazy, like the presence area has been compressed and almost glassy in bad way, Dirty Glassy, and somehow not as full range. So, the EQ thing bass and treble would be understandable,, but this mushieness freaks me out, I really wonder if it my conversion to 16 bit, or somehting else, I'll try the Wavelab dither tomorrow.

my stuff still gets some nice nods critically, but it is not how I want it to sound!

hey is anyone running mixes through any mic pres? Anyone here have a 1968ME compressor?

"Don Nafe" <dnafe@magma.ca> wrote:

>My first thought was "it's the room"

>

>May I ask the room dimensions, the approximate location of your speakers and

>acoustic treatment?

>

>DOn

>

>

>"Cujo" <chris@nospamapplemanstudio.com> wrote in message

>news:4532b8eb\$1@linux...

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>>

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Subject: Re: Loosing m mind
Posted by [Tom Bruhl](#) on Mon, 16 Oct 2006 02:24:41 GMT
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This is a multi-part message in MIME format.

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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

You dither huh? . . .
"Cujo" <chris@nospamapplemanstudio.com> wrote in message =
news:4532d7e6\$1@linux...

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the
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Subject: Re: Loosing m mind

Posted by [duncan](#) on Mon, 16 Oct 2006 03:24:37 GMT

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What he said: size of room, position of speakers?

If you look at the Real Traps site, they used to have a very cool little widget for calculating room modes - you input your dimensions and get back a chart indicating where all the major train wrecks are going to be... Then you make some tones at those frequencies, play them back as you walk around the mix position, and prepare to be amazed...

Like I said -- probably the room...

-- an endless quest -- good luck -- chas.

On Sun, 15 Oct 2006 19:57:09 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

>My first thought was "it's the room"

>

>May I ask the room dimensions, the approximate location of your speakers and
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Subject: Re: Loosing m mind

Posted by [Tom Bruhl](#) on Mon, 16 Oct 2006 04:14:48 GMT

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This is a multi-part message in MIME format.

-----=_NextPart_000_0014_01C6F0B8.1733FE90

Content-Type: text/plain;

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Cujo,

This is probably a different topic but . . .

I was kidding - kinda. I almost never dither with the harder =

music/pop/rock

high level stuff. I do give mastering houses 24bit mixes and expect =

them

to do it right. Have you made a comparison CD with a 24bit 2 mix file that's been truncated in Paris vs. dithered in CEP? You might be surprised if your work is highly compressed and virtually radio ready. Jazz, acoustic and classical is different for sure.
Tom

"Cujo" <chris@nospamapplemanstudio.com> wrote in message = news:4532f6a0\$1@linux...

yes for my reference CD's. am I missing something?

"Tom Bruhl" <arpeggio@comcast.net> wrote:

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-----=_NextPart_000_0014_01C6F0B8.1733FE90--

Subject: Re: Loosing m mind
Posted by [cujo](#) on Mon, 16 Oct 2006 15:19:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

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I'll try that today.

I am ready to find a designer for my room..Anyone specialize in this sort of thing for the small home studio?

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>mastering houses=20

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>comparison CD=20

>with a 24bit 2 mix file</DIV>

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>

Subject: Re: Loosing m mind

Posted by [animix](#) on Mon, 16 Oct 2006 15:40:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I flew Emmitt Siniard out here to help me set my room up when I moved into this place. He's in Vegas these days and is a Parisite/musician/engineer and studio designer.

If you want to contact him PM me at animix@animas.net

It was well worth it, BTW.

Deej

"Cujo" <chris@nospamapplemanstudio.com> wrote in message
news:4533a304\$1@linux...

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> > > "Don Nafe" <dnafe@magma.ca> wrote:
> > > >My first thought was "it's the room"
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> > > >May I ask the room dimensions, the approximate location of your =
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> > > and=3D20
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> > > >
> > > >DOn
> > > >
> > > >
> > > >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20
> > > >news:4532b8eb\$1@linux...
> > > >>
> > > >>
> > > >> Ok, It is finally start to get to me.
> > > >> My mixes in Paris have always sounded murky and bass heavy and =
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> > > >
> > > >
> > > >
> > >I choose Polesoft Lockspam to fight spam, and you?
> > >http://www.polesoft.com/refer.html =20
> > >
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>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
> >dio=3D
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> > > =3D
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>
>>href=3D3D"news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><=

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> > ><DIV>

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> >spam, =3D
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> ><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>This is probably a different topic but
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> ><DIV><FONT face=3DArial size=3D2>that's been truncated in Paris vs. =
> > dithered in=20
> >CEP? You might be surprised</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =
> > virtually=20
> >radio ready. Jazz, acoustic</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>and classical is different for =
> > sure.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> ><BLOCKQUOTE=20
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> > <DIV>"Cujo" <<A=20
> > =
> >
> > href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
> > .com</A>>=20
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> > =
> >
> > href=3D"news:4532f6a0$1 @linux">news:4532f6a0$1 @linux</A>...</DIV><BR><BR>=
> > yes for=20
> > my reference CD's. am I missing something?<BR><BR><BR>"Tom Bruhl" =
> ><<A=20
> > href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

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>&g=
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> >href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
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> >>acoustic=20
> > treatment?
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> > >
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> > wrote in message=3D20
> =
> >>news:4532b8eb\$1@linux...
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> > >
> >
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> > Transitional//EN">
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></HEA=
> >D>
><BODY=20
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> >size=3D3D2>You=20
> > dither huh? . . =20

> > =
> >.</DIV>
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>style=3D3D"P=
> >ADDING-RIGHT:=20
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
> >#000000 2px=20
> > solid; MARGIN-RIGHT: 0px">
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> =3D
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> =3D
>href=3D3D"<A=20
> > =
>
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> >>news:4532d7e6\$1@linux">news:4532d7e6\$1@linux...</DIV>=
> >
<BR/<A>>=3D
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It's=3D20
> =20
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>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=
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> >;
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></BLOCKQUOTE>
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> >T=20
> > size=3D3D2>

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> >spam,=20
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> >

Subject: Re: Loosing m mind
Posted by [Don Nafe](#) on Mon, 16 Oct 2006 15:45:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can help you sort out your room and what have you....send me an email and I'll see what I can do for you

DOn

"Cujo" <chris@nospamapplemanstudio.com> wrote in message
news:4533a304\$1@linux...

>
>
> Yeah I always give the ME 24bit files, but you are saying your truncated
> evaluation CD;s sound closer than the CEP?
>
> I'll try that today.
>
> I am ready to find a designer for my room..Anyone specialize in this sort
> of thing for the small home studio?
>
>
>
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>
>>
>>Cujo,
>>This is probably a different topic but . . .
>>
>>I was kidding - kinda. I almost never dither with the harder =
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>>.</FONT></DIV>
>> <BLOCKQUOTE=20
>> >style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Cujo" <A=20
>> > =3D
>> =
>>>href="mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
>>dio=3D
>> >.com</A>=3D20
>> > wrote in message <A=3D20
>> > =3D
>> =
>>>href="news:4532d7e6$1 @linux">news:4532d7e6$1 @linux</A>...</DIV><BR><=
>>BR>=3D
>> ><BR>It's=3D20
>> > really hard to describe, it has to be the room, but somewhere =
>>in=3D20
>> > the<BR>balance of bass and treble it seems that it is pretty dang =
>>=3D
>> >close in my=3D20
>> > room<BR>to the reference CD's but I get to the car and I have to =
>>turn
>> =3D
>> >the bass=3D20
>> > down<BR>1 and treble up 2 clicks to get it where it felt in the =
>>house.
>> =3D
>> >but it=3D20
>> > isn't<BR>only that, but in my control room, the mics sound clear,
> =
>>=3D20
>> > dimensional and<BR>"airy" but the CD burns sound almost hazy, like
> =
>>the
>> =3D
>> >
>> > presence area has been<BR>compressed and almost glassy in bad way,
> =
>>=3D
>> >Dirty=3D20
>> > Glassy, and somehow not as<BR>full range. So, the EQ thing bass =3D
>> >and=3D20
>> > treble would be understandable,, but<BR>this mushiness freaks me =
>>>out,
>> =3D

```



```

>> >different mix=3D20
>> > to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>
>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam, =3D
>> >and=3D20
>> >you?<BR><A=3D20
>> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>fer=3D
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>This is probably a different topic but
> =
>>. .=20
>>.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I was kidding - kinda. I almost =
>>never dither=20
>>with the harder music/pop/rock</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>high level stuff. I do give =
>>mastering houses=20
>>24bit mixes and expect them</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>to do it right. Have you made a =
>>comparison CD=20
>>with a 24bit 2 mix file</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>that's been truncated in Paris vs. =
>>dithered in=20
>>CEP? You might be surprised</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =
>>virtually=20
>>radio ready. Jazz, acoustic</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>and classical is different for =
>>sure.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

```

>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Cujo" <<A=20
>> =
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>.com>=20
>> wrote in message <A=20
>> =
>>href=3D"news:4532f6a0\$1@linux">news:4532f6a0\$1@linux...</DIV>

=
>>yes for=20
>> my reference CD's. am I missing something?

"Tom Bruhl" =
>><<A=20
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
>> wrote:
>
>
>You dither huh? . . .
> =
>>"Cujo"=20
>> <<A=20
>> =
>>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>.com>=20
>> wrote in message=20
>> =
>>=3D
>news:4532d7e6\$1@linux...
>
>
>
> =
>> It's=20
>> really hard to describe, it has to be the room, but somewhere=20
>> in
=3D
>the
> balance of bass and treble it seems =
>>that it=20
>> is pretty dang close in my
=3D
>room
> to the =
>>reference=20
>> CD's but I get to the car and I have to turn the=20
>> bass
=3D
>down
> 1 and trebl up 2 clicks to get =
>>it where it=20
>> felt in the house. but it =3D
>isn't
> only that, =
>>but in my=20
>> control room, the mises sound clear, 3 =3D
>dimentional =
>>and
> =20
>> "airy" but the CD burns sound almost hazy, like the presence area=20
>> has
=3D
>been
> compressed and almost glassy in =
>>bad way,=20
>> Dirty Glassy, and somehow not
=3D
>as
> full =
>>range. =20
>> So, the EQ thing bass and treble would be =3D
>understandable,,=20
>> but
> this mushieness freaks me out, I really wonder if it =
>>my=20
>> conversion to
=3D
>16
> bit, or somehting else, =
>>I'll try=20
>> the Wavelab dither tomorrow.
>
> my stuff still gets =
>>some=20
>> nice nods critically, but it is not how I =3D
>want =
>>it
> to=20


```

>> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
>> =3D<BR>> charset=3D3D"iso-8859-1"><BR>><META =
>> content=3D3D"MSHTML=20
>> 6.00.2800.1400"=20
>> =
>> name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>> D><BR>><BODY=20
>> bgcolor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>> size=3D3D2>You=20
>> dither huh? . .=20
>> =
>> .</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>> style=3D3D"P=
>> ADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>> BORDER-LEFT: =
>> #000000 2px=20
>> solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"Cujo"=20
>> <<A=3D20<BR>> =3D<BR>> href=3D3D"<A=20
>> =
>> href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>> 'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=
>> =3D<BR>>.com</A>=3D20<BR>> =20
>> wrote in message <A=3D20<BR>> =3D<BR>> href=3D3D"<A=20
>> =
>> href=3D'news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><BR'=
>>>news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV>=
>><BR><BR/>=3D<BR>><BR><BR>It's=3D20<BR>> =20
>> really hard to describe, it has to be the room, but somewhere=20
>> in=3D20<BR>> the<BR>balance of bass and treble it seems =
>> that it=20
>> is pretty dang =3D<BR>> close in my=3D20<BR>> =
>> room<BR>to the=20
>> reference CD's but I get to the car and I have to =
>> turn<BR>=3D<BR>> the=20
>> bass=3D20<BR>> down<BR>1 and treble up 2 clicks to get =
>> it where it=20
>> felt in the house.<BR>=3D<BR>> but it=3D20<BR>> =
>> isn't<BR>only=20
>> that, but in my control room, the mics sound clear, =
>> 3=3D20<BR>> =20
>> dimensional and<BR>"airy" but the CD sounds almost hazy, =
>> like=20
>> the<BR>=3D<BR>><BR>> presence area has =
>> been<BR>compressed and=20
>> almost glassy in bad way, =3D<BR>> Dirty=3D20<BR>> Glassy, =
>> and somehow=20
>> not as<BR>full range. So, the EQ thing bass=20
>> =3D<BR>> and=3D20<BR>> treble would be understandable,,=20
>> but<BR>this mushiness freaks me =

```

>>out,
=3D
>I=3D20
> =20
>> really wonder if it my conversion to 16
bit, or somehting =
>>else,=20
>> =3D
>I'll try=3D20
> the Wavelab dither=20
>> tomorrow.

my stuff still gets some nice=20
>> nods
=3D
>
> critically, but it is not how I want =
>>
>> it
to sound!

hey=20
>> is
=3D
>anyone=3D20
> running mixes through any =
>>mic pres?=20
>> Anyone here have a=3D20
> =20
>> =
>>1968ME
compressor?

=
>>>

"Don=20
>> Nafe" <<A =3D
>
> href=3D3D"<A=20
>> =
>>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=
>>gt;dnafe@magma.ca</A/<A>>=20
>> wrote:
>My =3D
>first=3D20
> thought was =
>>"it's the=20
>> room"
>
>May I ask the room =
>>=3D
>dimensions,=20
>> the=3D20
> approximate location of your =
>>speakers
and=20
>>
>acoustic=3D20
> =20
>> =
>>treatment?
>
>DOn
>
><=
>>BR>>"Cujo"=20
>> <<A=3D20
> =3D
>href=3D3D"<A=20
>> =
>>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=
>>>=3D
>.com>=3D20
> =20
>> wrote in message=3D20
> =20
>> =
>>
>news:4532b8eb\$1@linux...
>>
>>=
>>;
>>=20
>> =3D
>Ok, It is=3D20
> finally start to get to=20
>> me.
>> My mixes in Paris have always=20
>> =3D
>sounded=3D20
> murky and bass heavy and lack=20
>> punch,
>> outside my room, And =
>>=3D
>they=3D20
> =20
>> sound slamming inside the room.
>> First I got an =
>>externeal=20
>> =3D
>clock,=3D20
> then a UAD 1 card, then treated =
>>my=20
>> room
in
>> a mega way, =3D
>then=20
>> new=3D20
> Dynaudio BM15s then another UAD with the 1073.. =


```
>>
>> Is<BR>it<BR>>> =3D<BR>>>the =
>>Paris=3D20<BR>> =20
>> bounce?<BR>>> Is it the dithering in CEP? what are you =
>>guys=20
>> =3D<BR>>>doing..I=3D20<BR>>> mean really =
>>it<BR><BR>>>=20
>> sounds<BR>>> like a totally =3D<BR>>>different=20
>> mix=3D20<BR>>> to me...ARRRRGGHHH=20
>> =
>><BR>><BR>></BLOCKQUOTE><BR>><DIV><FON=
>>T=20
>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam,=20
>> =
>>=3D<BR>>>and=3D20<BR>>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
>> =
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D<BR>>>.html</A>=20
>> =
>></FONT></DIV></BODY></HTML><BR>><BR>></BLOC=
>>KQUOTE></BODY></HTML>
>>
>>
```
