Subject: Controlling kick drum dynamics?
Posted by John [1] on Sat, 08 Sep 2007 12:31:16 GMT
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I'm trying to get my dynamics under control and my kick is causing me the
largest problem. My goal is a crest factor of 14 for my overall mix and
right now it's more like 20. When I use various compressers / limiters /
eqs etc to control the dynamics it is killing the low freq thump. Does anyone
have tips on how to control this wild kick drum without hosing up the tone?

Thanks

Subject: Re: Controlling kick drum dynamics?
Posted by John [1] on Sat, 08 Sep 2007 12:33:48 GMT
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I'm just working on this individual kick channel and not the master bus currently.
 It's just the kick that is killing me.

Subject: Re: Controlling kick drum dynamics?
Posted by Mikep[2] on Sat, 08 Sep 2007 14:04:44 GMT
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Have you tried a mulitband compressor?
I like to use the WaveArts Multi on my drums, I sometimes use it to compress
the low mids(150hz - 600hz) and expand both the lows(usually below 80hz)
and high mids(3khz - 6khz).
Then I'll add a little limiting to give some control to the what is happening
with the expander. This gives my kick or toms more punch and attack without
crowding or muddying the mix. Also, this technique can bring out the toms
without bringing more cymbal bleed into the mix.

Good Luck!

"John" <no@no.com> wrote:
>
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>largest problem. My goal is a crest factor of 14 for my overall mix and
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Subject: Re: Controlling kick drum dynamics?
Posted by DJ on Sat, 08 Sep 2007 18:56:21 GMT
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You need an SPL Transient Designer.

http://mercenary.com/spltrde2.html

You need it now.......immediately........pronto!!!

It's your birthday. Spend money.

;o)

"John" <no@no.com> wrote in message news:46e29614$1@linux...
>
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> largest problem. My goal is a crest factor of 14 for my overall mix and
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Subject: Re: Controlling kick drum dynamics?
Posted by rick on Sat, 08 Sep 2007 20:26:20 GMT
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just wtf is wrong with it.? are you trying for equality of every hit?
tonality? level? is it mushy? clicky? what? are you trying to have
it sit with the bass...mix...?

On 8 Sep 2007 22:33:48 +1000, "John" <no@no.com> wrote:

>
>
>I'm just working on this individual kick channel and not the master bus currently.
> It's just the kick that is killing me.

Subject: Re: Controlling kick drum dynamics?
Posted by LaMon on Sun, 09 Sep 2007 02:12:33 GMT
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John, you a couple of options..

-Compress..EQ..hard work,,but works

-Use Transien Plugin like waves Transient plus..Nice http://www.waves.com/Content.aspx?id=286

-Voxengo (2 plugins) LowF Punch and Tranmodder http://www.voxengo.com/product/lfpunch/
www.voxengo.com/product/tmodder/

LAstly and my Fav option: Use drummgog..Locate a the good Bass drum sample..
Boom..Job done.. :)

"John" <no@no.com> wrote:
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>Thanks

Subject: Re: Controlling kick drum dynamics?
Posted by Sarah on Sun, 09 Sep 2007 09:32:07 GMT
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Whose birthday? It's my birthday, too, yeah. No, really. Well, yesterday
it was, since it's technically the ninth now. I'm old. And I did spend
money. Heh.

S

"DJ" <animix _ at _ animas _ dot _ net> wrote in message
news:46e2f1b8@linux...
> You need an SPL Transient Designer.
>
> http://mercenary.com/spltrde2.html
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Subject: Re: Controlling kick drum dynamics?
Posted by Aaron Allen on Sun, 09 Sep 2007 14:58:12 GMT
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This is a multi-part message in MIME format.

------=_NextPart_000_0167_01C7F2C7.EECD15A0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Yup. Not exactly what you're asking, but it's related.=20
Evans EMAD heads.
Very smooth and evenly balanced kick heads, if you have not tried it =
you're really missing out.=20

I use a hard plastic beater, because I'm a progressive kinda dude. =
However, if you're getting too much 'tick' you will want to go felt. =
Pearl makes a killer beater with 4 heads on it of varying =
shapes/materials and a counterweight.=20

More directly: Most likely if you're trying to dip the dynamics that =
much you would have luck using something like a multiband compressor, or =
a sample with a varied velocity curve.

AA

"John" <no@no.com> wrote in message news:46e29614$1@linux...
>=20
> I'm trying to get my dynamics under control and my kick is causing me =
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and
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------=_NextPart_000_0167_01C7F2C7.EECD15A0
Content-Type: text/html;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.6000.16525" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=3DArial size=3D2>Yup. Not exactly what you're asking, =
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<DIV><FONT face=3DArial size=3D2><EM>Evans EMAD heads.</EM></FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Very smooth and evenly balanced kick =
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<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>AA
</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>"John" <</FONT><A =
href=3D"mailto:no@no.com"><FONT=20
face=3DArial size=3D2>no@no.com</FONT></A><FONT face=3DArial =
size=3D2>> wrote in=20
message </FONT><A href=3D"news:46e29614$1@linux"><FONT face=3DArial=20
size=3D2>news:46e29614$1@linux</FONT></A><FONT face=3DArial=20
size=3D2>...</FONT></DIV><FONT face=3DArial size=3D2>>
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------=_NextPart_000_0167_01C7F2C7.EECD15A0--

Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Sun, 09 Sep 2007 15:23:05 GMT
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Hey John - since you're specifically asking about dynamics,
I'm going to point you to a few comp/limiter options that I like
very much for kick & have found each one useful, depending on
the circumstances. Aaaaaand, the best part is they're all free.

:)

1.) Buzz Maxi - this is a simple two-knob Limiter, very
transparent & can mash your sound pretty hard, or just give it
a litle kiss, depending on where you set the threshhold.

http://www5c.biglobe.ne.jp/~buzzroom/files/BuzMaxi3_130.zip

2.) Buzzroom GeneComp3 or GranComp3 Multiband compressors -
From the same guy as the Buzz Maxi, above, the link gives you a
whole package of compressors actually, (stereo & mono, both
single & Multiband versions of the Grancomp & Genecomp). Try
the Grancomp Multiband on kick, & drop down the center band's
output somewhat (or a lot, dpenending on the tone you're looking
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qualities you want. These all come with a number of handy

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give you a good starting point. FYI I really like the
grancomp singleband version for rock guitar & bass, as well.
Here's the link...

 http://www5c.biglobe.ne.jp/~buzzroom/files/buzcompfree_v12.z ip

3.) The SSL LMC-1 - This one has a REALLY unique sound and
you'll probbaly know right away if it's gonna work or not for
the song.
Start out with the compression control turned all the way to
the "Less" side & don't drive it very hard at first; it can
dirty-up real quick. Link Below...

 http://www.solid-state-logic.com/resources/lmc1plugin.html

4.) You have SX3, right? If so, on the CD there's a folder of
extra plugins - I forget what it's called, but browse around
& you'll find it. Most of 'em are total crap, IMO, but there
is ONE very useful one... it's called, simply "Multiband
Compressor" - copy that .dll file over to where your dynamics
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To quote Borat: "That's a verry niiiice."   :)

Neil

"LaMont" <jjdpro@ameriech.net> wrote:
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>
>-Compress..EQ..hard work,,but works
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Subject: Re: Controlling kick drum dynamics?
Posted by DJ on Sun, 09 Sep 2007 22:12:58 GMT

Well happy birthday Sarah. I hope you spent it on gear.

;o)

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:46e3bf6b$1@linux...
> Whose birthday? It's my birthday, too, yeah. No, really. Well,
> yesterday it was, since it's technically the ninth now. I'm old. And I
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Subject: Re: Controlling kick drum dynamics?
Posted by TCB on Tue, 11 Sep 2007 15:59:31 GMT
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SX 4 has a transient designer type plug-in but I haven't had a chance to check
it out yet. I will say this, for the money the voxengo stuff is usually spectacular.

TCB

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Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Wed, 12 Sep 2007 02:10:07 GMT

John, did u get a chance to try any of these yet? If so, how'd
it work out? Personally for reggae, if you like the tone you're
getting, I'd prolly try the BuzzMaxi first - not gonna whallop
the shit out of your tone & change it at all, just control the
dynamics really well.

Neil

"Neil" <OIU@OIUOIU.com> wrote:
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Subject: Re: Controlling kick drum dynamics?
Posted by Neil on Wed, 12 Sep 2007 03:25:04 GMT
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"TCB" <nobody@ishere.com> wrote:
>
>SX 4 has a transient designer type plug-in but I haven't had a chance to
check
>it out yet. I will say this, for the money the voxengo stuff is usually
spectacular.

I agree, and the only negative thing I can say about the
Voxengo Transient thang (Transmodder)is that it really can't be
used on cymbals, IMO - not if you're running all the drums
including the OH's through a subgroup, anyway. Although if you
want to run all the drums through a submix group EXCEPT for
cymbals, and THEN insert the Transmodder over that... Yummmm!
 lol

Can't really use it on the 2-buss, either, since obviously
cymbals have to run through that as well. If anyone's found a
Transmodder setting that DOES work on the 2-buss lemme know!

Thadster, let us know when you have a chance to check out the
C4 TransDesigner! Is it also an application that can be
obtained sparately from somewhere, do you know?

Neil

Subject: Re: Controlling kick drum dynamics?
Posted by John [1] on Wed, 12 Sep 2007 11:45:29 GMT
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I cheated and used Drumagog. That app is so sweet. I think I'm in love but
playing with Darkuba and Latigo was even more fun.