Subject: Drum "group" compression
Posted by CJG on Fri, 12 May 2006 00:35:10 GMT
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Hi Folks!
I wonder how You would compress a group, of say 12 drum tracks, in PARIS?
I would want the whole kit to go through a stereo compressor during mix

Please. say something clever! :)
All the best
CJG

Subject: Re: Drum "group" compression
Posted by jef knight[1] on Fri, 12 May 2006 00:48:53 GMT
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sorry dude, the cleverest thing I've heard today is:

-I don't believe in astrology.
-why not?
-cuz my horoscope today said not to be gulible.

j

CJG wrote:

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>Please. say something clever! :)
>All the best
>CJG
>
>

Subject: Re: Drum "group" compression
Posted by CJG on Fri, 12 May 2006 00:52:04 GMT
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OK, I get the point;)
But it sure was clever...

CJG

jef knight <thestudio@allknightmusic.com> wrote:
>sorry dude, the cleverest thing I've heard today is:
>
>-I don't believe in astrology.
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Subject: Re: Drum "group" compression
Posted by Deej [1] on Fri, 12 May 2006 01:06:22 GMT
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There are 5 ways that I know of to do this.

1. Just send all of your tracks to a big analogue console and squash and mix them there just like you would with a tape recorder.

2. Send the tracks out the Paris inserts to an analog mixer, compress them there, then return the two track to a pair of Paris inputs.

3. Build a second single card Paris system and network the two systems.
Install a Steinberg Midex on the system that you want to be a slave.
Set the slave system with the Midex to slave to smpte and send a smpte audio track from the master system to the Midex on the slave system.
Either send the drum tracks to the slave system or all of the other tracks to the slave system and keep the drum tracks on the master system, then use NoLimit or another stereo comp across the Global bus of whichever system (master or slave) has the drum tracks and route the outputs of the system running the drum tracks to a pair of inputs on the system playing back the rest of the tracks.....basically you are timeline syncing two separate Paris systems via smpte stripe and using the global bus of one of the systems as a drum bus only, sending the compressed bus to the other Paris

DAW.

4. Is the way I do it and it involves routing Paris tracks through a digital matrix, looping it through busses on a separate DAW to a 2 bus comp, then returning the 2 bus to Paris and it is so much digital insanity and $$$ that you may not want to go there, but it is very flexible and really works well if you've got a very powerful native system.

5. The last one is to strap an analog comp across one of the paris aux busses and crank the aux send to taste, blending the compressed signal in with the uncompressed tracks.....there's a 1.5ms latency doing this with an analog comp, only 2 samples or so doing it digitally. I do this a lot and it works very well.

I think our resident guru Dimitrios probably has other esoteric options for this using a palette of chainers, FX and wrappers, but I'm not sure.

;o)
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"CJG" <cj@grimmark.com> wrote in message news:4463d83e$1@linux...
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> All the best
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Subject: Re: Drum "group" compression
Posted by Deej [1] on Fri, 12 May 2006 01:19:25 GMT
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now Neil.....you and I both know that this is wayyyyy too simple and doesn't require nearly enough money.

;o)

"Neil" <OIUOIU@OIU.com> wrote in message news:4463e2be$1@linux...
>
> 6. Bounce all the tracks down to a 2-channel submix and apply
> the compression across that... that way you can blend
> uncompressed & compressed signals to taste.
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Subject: Re: Drum "group" compression
Posted by Neil on Fri, 12 May 2006 01:19:58 GMT
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6. Bounce all the tracks down to a 2-channel submix and apply
the compression across that... that way you can blend
uncompressed & compressed signals to taste.

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Subject: Re: Drum "group" compression
Posted by CJG on Fri, 12 May 2006 01:22:40 GMT
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DJ,
THANKS for taking time typing all that!!

I'll most likely find the solotion in Your little novel ;)
Sending the tracks out to a separate console seems to be a pretty smooth
way to me.
Thanks
CJG

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Subject: Re: Drum "group" compression
Posted by CJG on Fri, 12 May 2006 01:24:33 GMT
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Wow!
While typing my reply to DJ there was million other answers dropping in!
Thanks all of You
CJG

"CJG" <cj@grimmark.com> wrote:

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>DJ,
>THANKS for taking time typing all that!!
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Subject: Re: Drum "group" compression
Posted by jef knight[1] on Fri, 12 May 2006 01:25:21 GMT
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geez, that was alot better than my answer...lol
j

DJ wrote:

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Subject: Re: Drum "group" compression
Posted by Neil on Fri, 12 May 2006 03:55:33 GMT
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Quite true... I never seem to remember that obviously most-
critical aspect.

lol

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>now Neil.....you and I both know that this is wayyyyy too simple and
>doesn't require nearly enough money.
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Subject: Re: Drum "group" compression
Posted by Rod Lincoln on Fri, 12 May 2006 05:06:09 GMT
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Yeah, what are you think'n? Way too wussy. jeesh!
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Subject: Re: Drum "group" compression
Posted by Aaron Allen on Fri, 12 May 2006 06:35:18 GMT
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Yeah man.. You gotta at LEAST by a coupla 8 ins and 8 outs and a dangerous 2
bus with a few blackface LA2a's to strap across. Maybe a Distressor or two
and for good measure some SPL transient shapers.
Sheesh.. amateur spender.

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:446417c1$1@linux...
>
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>>> >you may not want to go there, but it is very flexible and really works
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>>> >
>>> >;o)
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>>> >> Please. say something clever! :)
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>>> >
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>>
>>
>

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

Subject: Re: Drum "group" compression
Posted by Dimitrios on Fri, 12 May 2006 07:42:43 GMT
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Dear Paris user...
The following is the easiest and CHEAPEST WAY TO DO THIS WITH COMPLETE time allignment.

First you buy Chainer VST wrapper... and thats the only expense you make.

Then you put chainer on every drumtrack, kick snare, OH's, Tom1,Tom2,Tom3 whatever...

Now on each Chainer you put on its first slot the input module, then on slot2 you put a vst compressor, many free out there, most of them are 0 latent
!
I have posted some names before.
There you squash the hell out of your compressor which means you have a 100% wet compressed and heavily squashed drumtrack.
Now chainer has also dry control !, meaning you can add "uncompressed" sound too...
You do exactly the same for all your drumtracks.
On you stereo drumtracks like OH's you put a stereo instance of chainer doing the same things...

Chainer can take this thing steps further...
It has 10 pages so you can add EQ another compressor, whatever all time alligned
, I also have posted about that.

Dead simple cheap enouph and extremely effective.
No nudging, no latency compensation.
Beware, wavesren has 64 samples latency, T-racks has also 64 samples latency, Waves C1 though has 0 latency.
MOST OTHER COMPRESSORS INCLUDING COMMERCIAL ONES ARE) LATEnt ...

Hope this helps
Regards,
Dimitrios
"CJG" <cj@grimmark.com> wrote:
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Subject: Re: Drum "group" compression
Posted by Rich Lamanna on Fri, 12 May 2006 12:32:19 GMT
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Too bad that the Paris designers didn't allow the user to strap an EDS effect across the Master Mixer of each individual card. If so you would be able to move all the tracks to a free EDS card, dedicating that card to the drum mix and using one effect on that card only. As you said, DJ, the only way to do this is to build a second system and slave the two together. A little bit of extra work to say the least.

Rich

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:4463e099@linux...
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> 1. Just send all of your tracks to a big analogue console and squash and mix
> them there just like you would with a tape recorder.
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Subject: Re: Drum "group" compression
Posted by Dimitrios on Fri, 12 May 2006 12:54:50 GMT
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Dear Rich,
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at pre and nulling the faders, then you can send all you drumtracks into
the same compressor or Nolimit and either use the return trimmer or use in/out
wires to send the aux back to a Paris audio track and then use this with
fader (automation etc) and eq for your drumtracks compression.
If you use compressor with 0 lookahead you will have only 2-4 samples latency
on all your drumtracks.
Rgards,
Dimitrios

"Rich Lamanna" <richard.lamanna@verizon.net> wrote:

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Subject: Re: Drum "group" compression
Posted by Rod Lincoln on Fri, 12 May 2006 13:47:38 GMT
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You can do this. Use an aux instead. If you have an unused EDS card, copy and paste your mixer settings, copy drag your drum tracks to there, select prefade on aux 1 for each track, mute each track, select NOLIMIT or the eds compressor. All you will be hearing is the compressed sound on that submix. Note: you will have to compensate for latency between submixes, and for the eds effect. You would have to do this, even if there was a way to strap an effect across a submix.

Submix latency varies from system to system but is "about" 12 to 14 samples
from card A to card B and 2 samples per card after that. Latency for the
eds comp with no lookahead is 2 samples, No Limit is the same. On no Limit
you will want to use lookahead of about 25, which means nudge back 1 ms and
apply 53 samples of sampleslide.
Rod
"Rich Lamanna" <richard.lamanna@verizon.net> wrote:
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Subject: Re: Drum "group" compression
Posted by Deej [1] on Fri, 12 May 2006 14:01:09 GMT
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.....seee.....I told you this guy had a chainer in his holster.
;o)

"Dimitrios" <musurgio@otenet.gr> wrote in message news:44643c73$1@linux...
>
> Dear Paris user...
> The following is the easiest and CHEAPEST WAY TO DO THIS WITH COMPLETE
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> Then you put chainer on every drumtrack, kick snare, OH's, Tom1,Tom2,Tom3
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> On you stereo drumtracks like OH's you put a stereo instance of chainer
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> "CJG" <cj@grimmark.com> wrote:
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Subject: Re: Drum "group" compression
Posted by John [1] on Sat, 13 May 2006 02:51:22 GMT
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Why not blow a ton of bucks and send all 8 channels on on 8 auxes into 8
different speaker cabinets usings some Mark Levinson amps and re-mic em
all with a variet of neumans going through some nice presonus preamps.

Aaron Allen wrote:
> Yeah man.. You gotta at LEAST by a coupla 8 ins and 8 outs and a dangerous 2
> bus with a few blackface LA2a's to strap across. Maybe a Distressor or two
> and for good measure some SPL transient shapers.
> Sheesh.. amateur spender.
>
> AA
>
>
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
> news:446417c1$1@linux...
>
>>Yeah, what are you think'n? Way too wussy. jeesh!
>>;-)
>>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>
>>>now Neil.....you and I both know that this is wayyyyy too simple and
>>>doesn't require nearly enough money.
>>>
>>>;o)
>>>
>>>"Neil" <OIUOIU@OIU.com> wrote in message news:4463e2be$1@linux...
>>>
>>>>6. Bounce all the tracks down to a 2-channel submix and apply
>>>>the compression across that... that way you can blend
>>>>uncompressed & compressed signals to taste.
>>>>
>>>>7.) Try inserting a compressor just on the overheads...
>>>>sometimes that's all it takes.

>>>>
>>>>Neil
>>>>
>>>>
>>>>
>>>>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
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>>>>>There are 5 ways that I know of to do this.
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Subject: Re: Drum "group" compression.....hey rick
Posted by John [1] on Sat, 13 May 2006 02:53:43 GMT
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hey rick, can you explain this at a 5th grade level for me?
john

Dmitrios wrote:
> Dear Rich,
> I don't see the point why not use aux to send to a compressor stereo setting
> at pre and nulling the faders, then you can send all you drumtracks into
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Subject: Re: Drum "group" compression
Posted by John [1] on Sat, 13 May 2006 03:07:26 GMT
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he's a chain slinger

DJ wrote:
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>>On you stereo drumtracks like OH's you put a stereo instance of chainer
>
> doing
>
>>the same things...
>>
>>Chainer can take this thing steps further...
>>It has 10 pages so you can add EQ another compressor, whatever all time
>
> alligned
>
>>, I also have posted about that.
>>
>>Dead simple cheap enouph and extremely effective.
>>No nudging, no latency compensation.
>>Beware, wavesren has 64 samples latency, T-racks has also 64 samples
>
> latency,
>
>>Waves C1 though has 0 latency.
>>MOST OTHER COMPRESSORS INCLUDING COMMERCIAL ONES ARE) LATEnt ...
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>>Hope this helps
>>Regards,
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>>"CJG" <cj@grimmark.com> wrote:
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Subject: Re: Drum "group" compression.....hey rick
Posted by rick on Sat, 13 May 2006 09:53:00 GMT
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sure. first you get all the neighbors pets and put them on a leash. then you walk them over to your house and put them in a big room. in this room there is another door that opens to a smaller room with no windows and an even smaller door. now all the pets can't get out at once so you reduce the amount of food they eat (this will take some time so reset your clock when you're done). after sufficient time has passed the group can now fit through the smaller door and be returned to their rightful place in the neighborhood.

On Fri, 12 May 2006 22:53:43 -0400, John <no@no.com> wrote:

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Subject: Re: Drum "group" compression.....hey rick
Posted by John [1] on Sat, 13 May 2006 11:04:41 GMT
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Now I got it! Thanks

rick <parnell68@hotmail.com> wrote:
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Subject: Re: Drum "group" compression.....hey rick
Posted by Deej [1] on Sat, 13 May 2006 14:53:45 GMT
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Subject: Re: Drum "group" compression.....hey rick
Posted by rick on Sat, 13 May 2006 18:43:32 GMT
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NOT IN MY PERFECT WORLD...SIR!

On Sat, 13 May 2006 08:53:45 -0600, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

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