
Subject: Autotune in Cubase

Posted by [Don Nafe](#) on Mon, 05 Feb 2007 15:42:53 GMT

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

Hi guys

Cubase newbie here

just wondering if there's a trick to using graphical mode in Cubase...I tried running it on a simple vocal track staring at "0" and I see the graph showing up after the vocals start...about a 1/2 second or so.

Am I missing something here?

DOn

Subject: Re: Autotune in Cubase

Posted by [Mark McCurdy](#) on Mon, 05 Feb 2007 16:50:04 GMT

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

If you haven't tried it yet... I purchased Melodyne and in my book it BLOWS AutoTune out of the water. I'm so pumped on this plug-in. It doesn't add the funky synthy sound to the voice like Autotune does when it pitch corrects. Also the interface is SO friendly. I use it in Cubase SX4 with no problems.

<http://www.celemony.com:16080/cms/>

The demo is worth trying out.

"Don Nafe" <dnafe@magma.ca> wrote in message <news:45c750e7@linux...>

> Hi guys

>

> Cubase newbie here

>

> just wondering if there's a trick to using graphical mode in Cubase...I

> tried running it on a simple vocal track staring at "0" and I see the

> graph showing up after the vocals start...about a 1/2 second or so.

>

> Am I missing something here?

>

> DOn

>

Subject: Re: Autotune in Cubase
Posted by [Chris Ludwig](#) on Mon, 05 Feb 2007 16:51:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hell yes

Mark McCurdy wrote:

> If you haven't tried it yet... I purchased Melodyne and in my book it BLOWS
> AutoTune out of the water. I'm so pumped on this plug-in. It doesn't add
> the funky synthy sound to the voice like Autotune does when it pitch
> corrects. Also the interface is SO friendly. I use it in Cubase SX4 with
> no problems.

>
> <http://www.celemony.com:16080/cms/>

>
> The demo is worth trying out.

>
>
>
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message <news:45c750e7@linux...>

>> Hi guys

>>
>> Cubase newbie here

>>
>> just wondering if there's a trick to using graphical mode in Cubase...I
>> tried running it on a simple vocal track starting at "0" and I see the
>> graph showing up after the vocals start...about a 1/2 second or so.

>>
>> Am I missing something here?

>>
>> DOn

>>
>
>

--
Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com

Subject: Re: Autotune in Cubase
Posted by [Chris Ludwig](#) on Mon, 05 Feb 2007 16:52:13 GMT

Haven't tried it but I think only the newest VST version of autotune has a functional graphical mode.

Chris

Don Nafe wrote:

> Hi guys

>

> Cubase newbie here

>

> just wondering if there's a trick to using graphical mode in Cubase...I

> tried running it on a simple vocal track staring at "0" and I see the graph

> showing up after the vocals start...about a 1/2 second or so.

>

> Am I missing something here?

>

> DOn

>

>

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com

Subject: Re: Autotune in Cubase

Posted by [EK Sound](#) on Mon, 05 Feb 2007 18:31:38 GMT

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

Autotune 5 now has time locked graphical mode. Previously, Autotune was unable to extract the timebase from the project (I guess DX does not support this). Now that it is VST, they are able to include this.

Previously, you would have to work from the exact same point everytime... which is why they generally recommend you work on one line at a time, and render each line when you have finished tuning.

With version 5, you can work on any point in the time line with no troubles. That being said, Melodyne kicks the snot out of Autotune!!

David.

Chris Ludwig wrote:

> Haven't tried it but I think only the newest VST version of autotune has
> a functional graphical mode.
>
> Chris
>
>
> Don Nafe wrote:
>
>> Hi guys
>>
>> Cubase newbie here
>>
>> just wondering if there's a trick to using graphical mode in
>> Cubase...I tried running it on a simple vocal track staring at "0" and
>> I see the graph showing up after the vocals start...about a 1/2 second
>> or so.
>>
>> Am I missing something here?
>>
>> DOn
>>
>

Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 20:30:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_008A_01C7493A.9D0DDA10
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Anybody using Melodyne in Paris here?
Is it totally functional except for automation?
I'm pretty sick of Autotune 1.3 and the usual work arounds.

Good to go in Paris?

"EK Sound" <askme@nospam.com> wrote in message =
news:45c77878\$1@linux...

Autotune 5 now has time locked graphical mode. Previously, Autotune=20
was unable to extract the timebase from the project (I guess DX does=20
not support this). Now that it is VST, they are able to include this.=20

Previously, you would have to work from the exact same point=20
everytime... which is why they generally recommend you work on one=20
line at a time, and render each line when you have finished tuning.=20

With version 5, you can work on any point in the time line with no=20 troubles. That being said, Melodyne kicks the snot out of Autotune!!

David.

Chris Ludwig wrote:

> Haven't tried it but I think only the newest VST version of autotune =
has=20
> a functional graphical mode.
>=20
> Chris
>=20
>=20
> Don Nafe wrote:
>=20
>> Hi guys
>>
>> Cubase newbie here
>>
>> just wondering if there's a trick to using graphical mode in=20
>> Cubase...I tried running it on a simple vocal track staring at "0" =
and=20
>> I see the graph showing up after the vocals start...about a 1/2 =
second=20
>> or so.
>>
>> Am I missing something here?
>>
>> DOn
>>
>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_008A_01C7493A.9D0DDA10

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!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>Anybody using Melodyne in Paris = here?</DIV>

<DIV>Is it totally functional except for=20 automation?</DIV>

<DIV>I'm pretty sick of Autotune 1.3 and the = usual work=20 arounds.</DIV>

<DIV> </DIV>

<DIV>Good to go in Paris?</DIV>

<BLOCKQUOTE=20 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; = BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"EK Sound" <<A = href=3D"mailto:askme@nospam.com">askme@nospam.com>=20 wrote in message <A=20 = href=3D"news:45c77878\$1 @linux">news:45c77878\$1 @linux...</DIV>Autotune= 5 now=20

has time locked graphical mode.
Previously, Autotune
was = unable to=20

extract the timebase from the project (I guess DX does
not support = this).=20

Now that it is VST, they are able to include this.
 = Previously, you=20

would have to work from the exact same point
everytime... which is = why=20

they generally recommend you work on one
line at a time, and = render each=20

line when you have finished tuning.
With version 5, you can work = on any=20

point in the time line with no
troubles.
That being said, = Melodyne=20

kicks the snot out of Autotune!!

David.

Chris Ludwig=20 wrote:
> Haven't tried it but I think only the newest VST = version of=20

autotune has
> a functional graphical mode.
>
>=20 Chris
>
>
> Don Nafe wrote:
>
>> = Hi=20

guys
>>
>> Cubase newbie = here
>>
>> just=20

wondering if there's a trick to using graphical mode in
>>=20 Cubase...I tried running it on a simple vocal track staring at "0" and =

>> I see the graph showing up after the vocals start...about = a 1/2=20

second
>> or so.
>>
>> Am I missing = something=20

here?
>>
>> DO
>>
></BLOCKQUOTE>

> >
> >> Hi guys
> >>
> >> Cubase newbie here
> >>
> >> just wondering if there's a trick to using graphical mode in
> >> Cubase...I tried running it on a simple vocal track staring at
> "0" and
> >> I see the graph showing up after the vocals start...about a 1/2
> second
> >> or so.
> >>
> >> Am I missing something here?
> >>
> >> DOn
> >>
> >
>
>
>
> I choose Polesoft Lockspam to fight spam, and you?
> <http://www.polesoft.com/refer.html>

Subject: Re: Autotune in Cubase
Posted by [Mark McCurdy](#) on Mon, 05 Feb 2007 22:02:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

My guess is it won't work as well.

"EK Sound" <askme@nospam.com> wrote in message <news:45c79b4c@linux...>

> I seriously doubt if the Melodyne plug would work in Paris... it utilizes
> VST V2.4 Melodyne is also available as a stand alone app... maybe that
> would be a better bet for you.

>
> David.

>
> Tom Bruhl wrote:
>> Anybody using Melodyne in Paris here?
>> Is it totally functional except for automation?
>> I'm pretty sick of Autotune 1.3 and the usual work arounds.
>> Good to go in Paris?

>>
>> "EK Sound" <askme@nospam.com <<mailto:askme@nospam.com>>> wrote in
>> message [news:45c77878\\$1@linux...](news:45c77878$1@linux...)
>> Autotune 5 now has time locked graphical mode. Previously, Autotune
>> was unable to extract the timebase from the project (I guess DX does

>> not support this). Now that it is VST, they are able to include this.
>> Previously, you would have to work from the exact same point
>> everytime... which is why they generally recommend you work on one
>> line at a time, and render each line when you have finished tuning.
>> With version 5, you can work on any point in the time line with no
>> troubles. That being said, Melodyne kicks the snot out of Autotune!!
>>
>> David.
>>
>> Chris Ludwig wrote:
>> > Haven't tried it but I think only the newest VST version of
>> autotune has
>> > a functional graphical mode.
>> >
>> > Chris
>> >
>> >
>> > Don Nafe wrote:
>> >
>> >> Hi guys
>> >>
>> >> Cubase newbie here
>> >>
>> >> just wondering if there's a trick to using graphical mode in
>> >> Cubase...I tried running it on a simple vocal track starting at
>> "0" and
>> >> I see the graph showing up after the vocals start...about a 1/2
>> second
>> >> or so.
>> >>
>> >> Am I missing something here?
>> >>
>> >> DOn
>> >>
>> >
>>
>>
>>
>> I choose Polesoft Lockspam to fight spam, and you?
>> <http://www.polesoft.com/refer.html>

Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 22:33:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_00C6_01C7494B.C31470A0

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Okay then via spdf to Cubase and back then? Realtime in auto mode =
anyway?

I guess I'll have to render and drag over to Cubase for processing =
otherwise huh?

I think I need another MEC now that I think of it. Good for another =
ADAT and SPDF=20

with Paris/XP. I'll have to lose the last ADAT XT 20 for the rack =
space...

Maybe 1.3 will do...

I really like realtime everything.

Poor old analog me

"Mark McCurdy" <mark@mccurdy.net> wrote in message =
news:45c7a9df@linux...

My guess is it won't work as well.

"EKE Sound" <askme@nospam.com> wrote in message news:45c79b4c@linux...

>I seriously doubt if the Melodyne plug would work in Paris... it =
utilizes=20

>VST V2.4 Melodyne is also available as a stand alone app... maybe =
that=20

>would be a better bet for you.

>

> David.

>

> Tom Bruhl wrote:

>> Anybody using Melodyne in Paris here?

>> Is it totally functional except for automation?

>> I'm pretty sick of Autotune 1.3 and the usual work arounds.

>> Good to go in Paris?

>>

>> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote =
in

>> message news:45c77878\$1@linux...

>> Autotune 5 now has time locked graphical mode. Previously, =
Autotune

>> was unable to extract the timebase from the project (I guess DX =
does

>> not support this). Now that it is VST, they are able to include =
this.

>> Previously, you would have to work from the exact same point
>> everytime... which is why they generally recommend you work on =
one
>> line at a time, and render each line when you have finished =
tuning.
>> With version 5, you can work on any point in the time line with =
no
>> troubles. That being said, Melodyne kicks the snot out of =
Autotune!!
>>
>> David.
>>
>> Chris Ludwig wrote:
>> > Haven't tried it but I think only the newest VST version of
>> autotune has
>> > a functional graphical mode.
>> >
>> > Chris
>> >
>> >
>> > Don Nafe wrote:
>> >
>> >> Hi guys
>> >>
>> >> Cubase newbie here
>> >>
>> >> just wondering if there's a trick to using graphical mode =
in
>> >> Cubase...I tried running it on a simple vocal track staring =
at
>> "0" and
>> >> I see the graph showing up after the vocals start...about a =
1/2
>> second
>> >> or so.
>> >>
>> >> Am I missing something here?
>> >>
>> >> DOn
>> >>
>> >
>>
>>
>>
>> I choose Polesoft Lockspam to fight spam, and you?
>> <http://www.polesoft.com/refer.html=20>

-----=_NextPart_000_00C6_01C7494B.C31470A0

Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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>Okay then via spdf to Cubase and back =
then? =20

Realtime in auto mode anyway?</DIV>

<DIV>I guess I'll have to render and drag =
over to Cubase=20

for processing otherwise huh?</DIV>

<DIV>I think I need another MEC now that I =
think of=20

it. Good for another ADAT and SPDF </DIV>

<DIV>with Paris/XP. I'll have to lose =
the last=20

ADAT XT 20 for the rack space...</DIV>

<DIV>Maybe 1.3 will do...</DIV>

<DIV> </DIV>

<DIV>I really like realtime =
everything.</DIV>

<DIV>Poor old analog me</DIV>

<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Mark McCurdy" <<A=20

href=3D"mailto:mark@mccurdy.net">mark@mccurdy.net> wrote in =
message <A=20

href=3D"news:45c7a9df@linux">news:45c7a9df@linux...</DIV>My guess =
is it=20

won't work as well.

"EKE Sound" <<A=20

href=3D"mailto:askme@nospam.com">askme@nospam.com> wrote in =
message <A=20

href=3D"news:45c79b4c@linux">news:45c79b4c@linux...
>I =
seriously doubt=20

if the Melodyne plug would work in Paris... it utilizes
>VST =
V2.4 =20

Melodyne is also available as a stand alone app... maybe that =

finished, then "polish" with the Melodyne plug.

David.

Tom Bruhl wrote:

> Okay then via spdf to Cubase and back then? Realtime in auto mode anyway?

> I guess I'll have to render and drag over to Cubase for processing

> otherwise huh?

> I think I need another MEC now that I think of it. Good for another

> ADAT and SPDF

> with Paris/XP. I'll have to lose the last ADAT XT 20 for the rack space...

> Maybe 1.3 will do...

>

> I really like realtime everything.

> Poor old analog me

>

>

>

> "Mark McCurdy" <mark@mccurdy.net <mailto:mark@mccurdy.net>> wrote in
> message news:45c7a9df@linux...

> My guess is it won't work as well.

>

>

> "EKE Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
> message news:45c79b4c@linux...

> >I seriously doubt if the Melodyne plug would work in Paris... it
> utilizes

> >VST V2.4 Melodyne is also available as a stand alone app... maybe
> that

> >would be a better bet for you.

> >

> > David.

> >

> > Tom Bruhl wrote:

> >> Anybody using Melodyne in Paris here?

> >> Is it totally functional except for automation?

> >> I'm pretty sick of Autotune 1.3 and the usual work arounds.

> >> Good to go in Paris?

> >>

> >> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in

> >> message news:45c77878\$1@linux...

> >> Autotune 5 now has time locked graphical mode. Previously,
> Autotune

> >> was unable to extract the timebase from the project (I guess
> DX does

> >> not support this). Now that it is VST, they are able to
> include this.

> >> Previously, you would have to work from the exact same point
> >> everytime... which is why they generally recommend you work
> on one
> >> line at a time, and render each line when you have finished
> tuning.
> >> With version 5, you can work on any point in the time line
> with no
> >> troubles. That being said, Melodyne kicks the snot out of
> Autotune!!
> >>
> >> David.
> >>
> >> Chris Ludwig wrote:
> >> > Haven't tried it but I think only the newest VST version of
> >> autotune has
> >> > a functional graphical mode.
> >> >
> >> > Chris
> >> >
> >> >
> >> > Don Nafe wrote:
> >> >
> >> >> Hi guys
> >> >>
> >> >> Cubase newbie here
> >> >>
> >> >> just wondering if there's a trick to using graphical mode in
> >> >> Cubase...I tried running it on a simple vocal track
> staring at
> >> "0" and
> >> >> I see the graph showing up after the vocals
> start...about a 1/2
> >> second
> >> >> or so.
> >> >>
> >> >> Am I missing something here?
> >> >>
> >> >> DOn
> >> >>
> >> >
> >>
> >>
> >>
> >> I choose Polesoft Lockspam to fight spam, and you?
> >> <http://www.polesoft.com/refer.html>
>

Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 23:28:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_00DD_01C74953.7A585130
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

David,
So there's no real-time automatic mode? Maybe standalone on my Paris =
comp
is the way to go then. A friend of mine has the full blown version =
around here.
I'll have to get a demo from him. He loves it with Logic.

Is the polyphonic version as good quality as it gets? Worth the extra =
cash?
Tom

"EK Sound" <askme@nospam.com> wrote in message news:45c7b357@linux...
Just to explain... the Melodyne plugin has to "record" the track from=20
the host first... in real time. Then you can manipulate the sound=20
during playback. One issue here... if you try to go back to the track =

(not that you need to) and make additional edits, these edits will=20
have to be recorded into Melodyne again. You would lose what work you =

have already done. Rule of thumb is to make sure your edits are=20
finished, then "polish" with the Melodyne plug.

David.

Tom Bruhl wrote:

> Okay then via spdf to Cubase and back then? Realtime in auto mode =
anyway?

> I guess I'll have to render and drag over to Cubase for processing=20

> otherwise huh?

> I think I need another MEC now that I think of it. Good for another =

> ADAT and SPDF

> with Paris/XP. I'll have to lose the last ADAT XT 20 for the rack =
space...

> Maybe 1.3 will do...

> =20

> I really like realtime everything.

> Poor old analog me
> =20
> =20
> =20
> "Mark McCurdy" <mark@mccurdy.net <mailto:mark@mccurdy.net>> =
wrote in
> message news:45c7a9df@linux...
> My guess is it won't work as well.
> =20
> =20
> "EKE Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote =
in
> message news:45c79b4c@linux...
> >I seriously doubt if the Melodyne plug would work in Paris... =
it
> utilizes
> >VST V2.4 Melodyne is also available as a stand alone app... =
maybe
> that
> >would be a better bet for you.
> >
> > David.
> >
> > Tom Bruhl wrote:
> >> Anybody using Melodyne in Paris here?
> >> Is it totally functional except for automation?
> >> I'm pretty sick of Autotune 1.3 and the usual work arounds.
> >> Good to go in Paris?
> >>
> >> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in
> >> message news:45c77878\$1@linux...
> >> Autotune 5 now has time locked graphical mode. =
Previously,
> Autotune
> >> was unable to extract the timebase from the project (I =
guess
> DX does
> >> not support this). Now that it is VST, they are able to
> include this.
> >> Previously, you would have to work from the exact same =
point
> >> everytime... which is why they generally recommend you =
work
> on one
> >> line at a time, and render each line when you have =
finished
> tuning.

> >> With version 5, you can work on any point in the time =
line
> with no
> >> troubles. That being said, Melodyne kicks the snot out =
of
> Autotune!!
> >>
> >> David.
> >>
> >> Chris Ludwig wrote:
> >> > Haven't tried it but I think only the newest VST =
version of
> >> autotune has
> >> > a functional graphical mode.
> >> >
> >> > Chris
> >> >
> >> >
> >> > Don Nafe wrote:
> >> >
> >> >> Hi guys
> >> >>
> >> >> Cubase newbie here
> >> >>
> >> >> just wondering if there's a trick to using graphical =
mode in
> >> >> Cubase...I tried running it on a simple vocal track
> staring at
> >> "0" and
> >> >> I see the graph showing up after the vocals
> start...about a 1/2
> >> second
> >> >> or so.
> >> >>
> >> >> Am I missing something here?
> >> >>
> >> >> DOn
> >> >>
> >> >
> >>
> >>
> >>
> >> I choose Polesoft Lockspam to fight spam, and you?
> >> <http://www.polesoft.com/refer.html>
>

-----=_NextPart_000_00DD_01C74953.7A585130
Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!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>David,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>So there's no real-time automatic =
mode?&nbsp; Maybe=20
standalone on my Paris comp</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>is the way to go then.&nbsp; A friend =
of mine has=20
the full blown version around here.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'll have to get a demo from him.&nbsp; =
He loves it=20
with Logic.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Is the polyphonic version as good =
quality&nbsp;as=20
it gets?&nbsp; Worth the extra cash?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"EK Sound" &lt;<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com</A>&gt;=20
  wrote in message <A=20
  href=3D"news:45c7b357@linux">news:45c7b357@linux</A>...</DIV>Just to =
  explain...=20
  the Melodyne plugin has to "record" the track from <BR>the host =
  first... in=20
  real time.&nbsp; Then you can manipulate the sound <BR>during =
  playback.&nbsp;=20
  One issue here... if you try to go back to the track <BR>(not that you =
  need=20
  to) and make additional edits, these edits will <BR>have to be =
  recorded into=20
  Melodyne again.&nbsp; You would lose what work you <BR>have already=20
  done.&nbsp; Rule of thumb is to make sure your edits are <BR>finished, =
  then=20
  "polish" with the Melodyne plug.<BR><BR>David.<BR><BR>Tom Bruhl =
  wrote:<BR>&gt;=20
```


Tom Bruhl wrote:

> David,

> So there's no real-time automatic mode? Maybe standalone on my Paris comp
> is the way to go then. A friend of mine has the full blown version
> around here.

> I'll have to get a demo from him. He loves it with Logic.

>

> Is the polyphonic version as good quality as it gets? Worth the extra cash?

> Tom

>

>

>

> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
> message news:45c7b357@linux...

> Just to explain... the Melodyne plugin has to "record" the track from
> the host first... in real time. Then you can manipulate the sound
> during playback. One issue here... if you try to go back to the track
> (not that you need to) and make additional edits, these edits will
> have to be recorded into Melodyne again. You would lose what work you
> have already done. Rule of thumb is to make sure your edits are
> finished, then "polish" with the Melodyne plug.

>

> David.

>

> Tom Bruhl wrote:

> > Okay then via spdf to Cubase and back then? Realtime in auto
> mode anyway?

> > I guess I'll have to render and drag over to Cubase for processing
> > otherwise huh?

> > I think I need another MEC now that I think of it. Good for another
> > ADAT and SPDF

> > with Paris/XP. I'll have to lose the last ADAT XT 20 for the
> rack space...

> > Maybe 1.3 will do...

>

> > I really like realtime everything.

> > Poor old analog me

>

>

>

> > "Mark McCurdy" <mark@mccurdy.net <mailto:mark@mccurdy.net>

> <mailto:mark@mccurdy.net>> wrote in

> > message news:45c7a9df@linux...

> > My guess is it won't work as well.

>

>

> > "EKE Sound" <askme@nospam.com <mailto:askme@nospam.com>

> <mailto:askme@nospam.com>> wrote in
> > message news:45c79b4c@linux...
> > >I seriously doubt if the Melodyne plug would work in
> Paris... it
> > utilizes
> > >VST V2.4 Melodyne is also available as a stand alone
> app... maybe
> > that
> > >would be a better bet for you.
> > >
> > > David.
> > >
> > > Tom Bruhl wrote:
> > >> Anybody using Melodyne in Paris here?
> > >> Is it totally functional except for automation?
> > >> I'm pretty sick of Autotune 1.3 and the usual work arounds.
> > >> Good to go in Paris?
> > >>
> > >> "EK Sound" <askme@nospam.com
> <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>> wrote in
> > >> message news:45c77878\$1@linux...
> > >> Autotune 5 now has time locked graphical mode.
> Previously,
> > Autotune
> > >> was unable to extract the timebase from the project
> (I guess
> > DX does
> > >> not support this). Now that it is VST, they are able to
> > include this.
> > >> Previously, you would have to work from the exact
> same point
> > >> everytime... which is why they generally recommend
> you work
> > on one
> > >> line at a time, and render each line when you have
> finished
> > tuning.
> > >> With version 5, you can work on any point in the time
> line
> > with no
> > >> troubles. That being said, Melodyne kicks the snot
> out of
> > Autotune!!
> > >>
> > >> David.
> > >>
> > >> Chris Ludwig wrote:

> > >> > Haven't tried it but I think only the newest VST
> version of
> > >> autotune has
> > >> > a functional graphical mode.
> > >> >
> > >> > Chris
> > >> >
> > >> >
> > >> > Don Nafe wrote:
> > >> >
> > >> >> Hi guys
> > >> >>
> > >> >> Cubase newbie here
> > >> >>
> > >> >> just wondering if there's a trick to using
> graphical mode in
> > >> >> Cubase...I tried running it on a simple vocal track
> > staring at
> > >> "0" and
> > >> >> I see the graph showing up after the vocals
> > start...about a 1/2
> > >> second
> > >> >> or so.
> > >> >>
> > >> >> Am I missing something here?
> > >> >>
> > >> >> DOn
> > >> >>
> > >> >
> > >>
> > >>
> > >>
> > >> I choose Polesoft Lockspam to fight spam, and you?
> > >> <http://www.polesoft.com/refer.html>
> >

Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Tue, 06 Feb 2007 02:21:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_00FD_01C7496B.A7C21030
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

David,
Wow! So no artifacts across a whole mix? Can you alter speed=20 without altering pitch? That's the ticket for me.

So for effecting vocal channels and possibly a whole mix for tempo with use in Paris and Cubase which version would you suggest? I guess I only need one channel (stereo) if it has to process offline = all the time.
Am I right?

Sounds like studio is the full mix version that I'd want huh?
Thanks for the info.
Tom

"EK Sound" <askme@nospam.com> wrote in message = news:45c7bfd2\$1@linux...

It really depends on what you are using it for. The plugin has all=20 the standard features, whereas the "essential" and "uno" versions only =

offer manual pitch correction. The Cre8 version is good if you want=20 to make backing vocal tracks from a lead vocal, without having to have =

several plugins open at one time. The Studio version is just that, a=20 fully featured recording and editing package. The quality is the same =

regardless of the version. The one thing that Studio does that the=20 others don't do is manipulating polyphonic files, like guitars, keys,=20 or even entire mixes. The time manipulation capabilities on a full=20 mix is nothing short of amazing.

For most "tuning" uses, the plugin works great.

David.

Tom Bruhl wrote:

> David,

> So there's no real-time automatic mode? Maybe standalone on my = Paris comp

> is the way to go then. A friend of mine has the full blown version=20 > around here.

> I'll have to get a demo from him. He loves it with Logic.

> =20

> Is the polyphonic version as good quality as it gets? Worth the = extra cash?

> Tom

> =20

> =20

> =20

> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
> message news:45c7b357@linux...
> Just to explain... the Melodyne plugin has to "record" the track =
from
> the host first... in real time. Then you can manipulate the =
sound
> during playback. One issue here... if you try to go back to the =
track
> (not that you need to) and make additional edits, these edits =
will
> have to be recorded into Melodyne again. You would lose what =
work you
> have already done. Rule of thumb is to make sure your edits are
> finished, then "polish" with the Melodyne plug.
>=20
> David.
>=20
> Tom Bruhl wrote:
> > Okay then via spdf to Cubase and back then? Realtime in auto
> mode anyway?
> > I guess I'll have to render and drag over to Cubase for =
processing
> > otherwise huh?
> > I think I need another MEC now that I think of it. Good for =
another
> > ADAT and SPDF
> > with Paris/XP. I'll have to lose the last ADAT XT 20 for the
> rack space...
> > Maybe 1.3 will do...
> >=20
> > I really like realtime everything.
> > Poor old analog me
> >=20
> >=20
> >
> > "Mark McCurdy" <mark@mccurdy.net =
<mailto:mark@mccurdy.net>
> <mailto:mark@mccurdy.net>> wrote in
> > message news:45c7a9df@linux...
> > My guess is it won't work as well.
> >
> >
> > "EKE Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in
> > message news:45c79b4c@linux...
> > >I seriously doubt if the Melodyne plug would work in
> Paris... it
> > utilizes

> > >VST V2.4 Melodyne is also available as a stand alone
 > app... maybe
 > > that
 > > >would be a better bet for you.
 > > >
 > > > David.
 > > >
 > > > Tom Bruhl wrote:
 > > >> Anybody using Melodyne in Paris here?
 > > >> Is it totally functional except for automation?
 > > >> I'm pretty sick of Autotune 1.3 and the usual work =
 arounds.
 > > >> Good to go in Paris?
 > > >>
 > > >> "EK Sound" <askme@nospam.com
 > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
 > > <mailto:askme@nospam.com>> wrote in
 > > >> message news:45c77878\$1@linux...
 > > >> Autotune 5 now has time locked graphical mode.=20
 > Previously,
 > > Autotune
 > > >> was unable to extract the timebase from the =
 project
 > (I guess
 > > DX does
 > > >> not support this). Now that it is VST, they are =
 able to
 > > include this.
 > > >> Previously, you would have to work from the =
 exact
 > same point
 > > >> everytime... which is why they generally =
 recommend
 > you work
 > > on one
 > > >> line at a time, and render each line when you =
 have
 > finished
 > > tuning.
 > > >> With version 5, you can work on any point in the =
 time
 > line
 > > with no
 > > >> troubles. That being said, Melodyne kicks the =
 snot
 > out of
 > > Autotune!!
 > > >>

```

> > >> David.
> > >>
> > >> Chris Ludwig wrote:
> > >> > Haven't tried it but I think only the newest =
VST
> version of
> > >> autotune has
> > >> > a functional graphical mode.
> > >> >
> > >> > Chris
> > >> >
> > >> >
> > >> > Don Nafe wrote:
> > >> >
> > >> >> Hi guys
> > >> >>
> > >> >> Cubase newbie here
> > >> >>
> > >> >> just wondering if there's a trick to using
> graphical mode in
> > >> >> Cubase...I tried running it on a simple vocal =
track
> > staring at
> > >> "0" and
> > >> >> I see the graph showing up after the vocals
> > start...about a 1/2
> > >> second
> > >> >> or so.
> > >> >>
> > >> >> Am I missing something here?
> > >> >>
> > >> >> DOn
> > >> >>
> > >> >
> > >>
> > >>
> > >> I choose Polesoft Lockspam to fight spam, and you?
> > >> http://www.polesoft.com/refer.html
> >

```

-----=_NextPart_000_00FD_01C7496B.A7C21030

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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>David,</DIV>
<DIV>Wow! So no artifacts across a =
whole=20
mix? Can you alter speed </DIV>
<DIV>without altering pitch? That's =
the ticket for=20
me.</DIV>
<DIV> </DIV>
<DIV>So for effecting vocal =
channels and=20
possibly a whole mix for tempo</DIV>
<DIV>with use in Paris and Cubase which =
version would=20
you suggest?</DIV>
<DIV>I guess I only need one channel =
(stereo) if it has=20
to process offline all the time.</DIV>
<DIV>Am I right?</DIV>
<DIV> </DIV>
<DIV>Sounds like studio is the full mix =
version that I'd=20
want huh?</DIV>
<DIV>Thanks for the info.</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"EK Sound" <<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com>=20
wrote in message <A=20
href=3D"news:45c7bfd2\$1@linux">news:45c7bfd2\$1@linux...</DIV>It =
really=20
depends on what you are using it for. The plugin has all
the =

standard features, whereas the "essential" and "uno" versions only =

offer=20
manual pitch correction. The Cre8 version is good if you want =

to=20
make backing vocal tracks from a lead vocal, without having to have=20

several plugins open at one time. The Studio version is just =
that, a=20

fully featured recording and editing package. The quality is =

Tom Bruhl wrote:

> David,

> Wow! So no artifacts across a whole mix? Can you alter speed

> without altering pitch? That's the ticket for me.

>

> So for effecting vocal channels and possibly a whole mix for tempo

> with use in Paris and Cubase which version would you suggest?

> I guess I only need one channel (stereo) if it has to process offline

> all the time.

> Am I right?

>

> Sounds like studio is the full mix version that I'd want huh?

> Thanks for the info.

> Tom

>

>

> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
> message news:45c7bfd2\$1@linux...

> It really depends on what you are using it for. The plugin has all
> the standard features, whereas the "essential" and "uno" versions only
> offer manual pitch correction. The Cre8 version is good if you want
> to make backing vocal tracks from a lead vocal, without having to have
> several plugins open at one time. The Studio version is just that, a
> fully featured recording and editing package. The quality is the same
> regardless of the version. The one thing that Studio does that the
> others don't do is manipulating polyphonic files, like guitars, keys,
> or even entire mixes. The time manipulation capabilities on a full
> mix is nothing short of amazing.

>

> For most "tuning" uses, the plugin works great.

>

> David.

>

> Tom Bruhl wrote:

> > David,

> > So there's no real-time automatic mode? Maybe standalone on my

> Paris comp

> > is the way to go then. A friend of mine has the full blown version

> > around here.

> > I'll have to get a demo from him. He loves it with Logic.

>

>

> > Is the polyphonic version as good quality as it gets? Worth the

> extra cash?

> > Tom

>

>

>

> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in
> > message news:45c7b357@linux...
> > Just to explain... the Melodyne plugin has to "record" the
> track from
> > the host first... in real time. Then you can manipulate the
> sound
> > during playback. One issue here... if you try to go back to
> the track
> > (not that you need to) and make additional edits, these edits
> will
> > have to be recorded into Melodyne again. You would lose what
> work you
> > have already done. Rule of thumb is to make sure your edits are
> > finished, then "polish" with the Melodyne plug.
> >
> > David.
> >
> > Tom Bruhl wrote:
> > > Okay then via spdf to Cubase and back then? Realtime in auto
> > mode anyway?
> > > I guess I'll have to render and drag over to Cubase for
> processing
> > > otherwise huh?
> > > I think I need another MEC now that I think of it. Good
> for another
> > > ADAT and SPDF
> > > with Paris/XP. I'll have to lose the last ADAT XT 20 for the
> > rack space...
> > > Maybe 1.3 will do...
> > >
> > > I really like realtime everything.
> > > Poor old analog me
> > >
> > >
> > > "Mark McCurdy" <mark@mccurdy.net
> <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
> > <mailto:mark@mccurdy.net>> wrote in
> > > message news:45c7a9df@linux...
> > > My guess is it won't work as well.
> > >
> > >
> > > "EKE Sound" <askme@nospam.com
> <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>> wrote in
> > > message news:45c79b4c@linux...
> > > >I seriously doubt if the Melodyne plug would work in

> > Paris... it
 > > > utilizes
 > > > >VST V2.4 Melodyne is also available as a stand alone
 > > app... maybe
 > > > that
 > > > >would be a better bet for you.
 > > > >
 > > > > David.
 > > > >
 > > > > Tom Bruhl wrote:
 > > > >> Anybody using Melodyne in Paris here?
 > > > >> Is it totally functional except for automation?
 > > > >> I'm pretty sick of Autotune 1.3 and the usual work
 > arounds.
 > > > >> Good to go in Paris?
 > > > >>
 > > > >> "EK Sound" <askme@nospam.com
 > <mailto:askme@nospam.com>
 > > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
 > > > <mailto:askme@nospam.com>> wrote in
 > > > >> message news:45c77878\$1@linux...
 > > > >> Autotune 5 now has time locked graphical mode.
 > > Previously,
 > > > Autotune
 > > > >> was unable to extract the timebase from the
 > project
 > > (I guess
 > > > DX does
 > > > >> not support this). Now that it is VST, they
 > are able to
 > > > include this.
 > > > >> Previously, you would have to work from the
 > exact
 > > same point
 > > > >> everytime... which is why they generally recommend
 > > you work
 > > > on one
 > > > >> line at a time, and render each line when you have
 > > finished
 > > > tuning.
 > > > >> With version 5, you can work on any point in
 > the time
 > > line
 > > > with no
 > > > >> troubles. That being said, Melodyne kicks the
 > snot
 > > out of
 > > > Autotune!!

> > > >>
> > > >> David.
> > > >>
> > > >> Chris Ludwig wrote:
> > > >> > Haven't tried it but I think only the
> newest VST
> > version of
> > > >> autotune has
> > > >> > a functional graphical mode.
> > > >> >
> > > >> > Chris
> > > >> >
> > > >> >
> > > >> > Don Nafe wrote:
> > > >> >
> > > >> >> Hi guys
> > > >> >>
> > > >> >> Cubase newbie here
> > > >> >>
> > > >> >> just wondering if there's a trick to using
> > graphical mode in
> > > >> >> Cubase...I tried running it on a simple
> vocal track
> > > staring at
> > > >> "0" and
> > > >> >> I see the graph showing up after the vocals
> > > start...about a 1/2
> > > >> second
> > > >> >> or so.
> > > >> >>
> > > >> >> Am I missing something here?
> > > >> >>
> > > >> >> DOn
> > > >> >>
> > > >> >
> > > >>
> > > >>
> > > >> I choose Polesoft Lockspam to fight spam, and you?
> > > >> <http://www.polesoft.com/refer.html>
> > >

Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Tue, 06 Feb 2007 04:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_011D_01C74979.F6760A70

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Oh it does that too?!?! That sounds even better!

Cool stuff. I'll be checking it out.

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message =
news:45c7f392@linux...

I wouldn't say "no artifacts" but the results are really=20
good... but I doubt if I would use it to re-pitch or re-time=20
a song on an album... just individual tracks. The guy=20
giving the demo at NAMM turned a regular 4 on the floor tune=20
into a shuffle with it. If you wanted to use it for=20
realigning drum tracks ala Beat Detective, the Studio=20
version would work best.

David.

Tom Bruhl wrote:

> David,

> Wow! So no artifacts across a whole mix? Can you alter speed

> without altering pitch? That's the ticket for me.

> =20

> So for effecting vocal channels and possibly a whole mix for tempo

> with use in Paris and Cubase which version would you suggest?

> I guess I only need one channel (stereo) if it has to process =
offline=20

> all the time.

> Am I right?

> =20

> Sounds like studio is the full mix version that I'd want huh?

> Thanks for the info.

> Tom

> =20

> =20

> "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote in
> message news:45c7bfd2\$1@linux...

> It really depends on what you are using it for. The plugin has =
all

> the standard features, whereas the "essential" and "uno" =
versions only

> offer manual pitch correction. The Cre8 version is good if you =
want

> to make backing vocal tracks from a lead vocal, without having =

to have

> several plugins open at one time. The Studio version is just =
that, a
> fully featured recording and editing package. The quality is =
the same
> regardless of the version. The one thing that Studio does that =
the
> others don't do is manipulating polyphonic files, like guitars, =
keys,
> or even entire mixes. The time manipulation capabilities on a =
full
> mix is nothing short of amazing.

>=20

> For most "tuning" uses, the plugin works great.

>=20

> David.

>=20

> Tom Bruhl wrote:

> > David,

> > So there's no real-time automatic mode? Maybe standalone on =
my

> Paris comp

> > is the way to go then. A friend of mine has the full blown =
version

> > around here.

> > I'll have to get a demo from him. He loves it with Logic.

> >=20

> > Is the polyphonic version as good quality as it gets? Worth =
the

> extra cash?

> > Tom

> >=20

> >=20

> >

> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>

> <mailto:askme@nospam.com>> wrote in

> > message news:45c7b357@linux...

> > Just to explain... the Melodyne plugin has to "record" =
the

> track from

> > the host first... in real time. Then you can manipulate =
the

> sound

> > during playback. One issue here... if you try to go back =
to

> the track

> > (not that you need to) and make additional edits, these =
edits

> will
> > have to be recorded into Melodyne again. You would lose =
what
> work you
> > have already done. Rule of thumb is to make sure your =
edits are
> > finished, then "polish" with the Melodyne plug.
> >
> > David.
> >
> > Tom Bruhl wrote:
> > > Okay then via spdf to Cubase and back then? Realtime =
in auto
> > mode anyway?
> > > I guess I'll have to render and drag over to Cubase =
for
> processing
> > > otherwise huh?
> > > I think I need another MEC now that I think of it. =
Good
> for another
> > > ADAT and SPDF
> > > with Paris/XP. I'll have to lose the last ADAT XT 20 =
for the
> > rack space...
> > > Maybe 1.3 will do...
> > >
> > > I really like realtime everything.
> > > Poor old analog me
> > >
> > >
> > >
> > > "Mark McCurdy" <mark@mccurdy.net
> <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
> > <mailto:mark@mccurdy.net>> wrote in
> > > message news:45c7a9df@linux...
> > > My guess is it won't work as well.
> > >
> > >
> > > "EKE Sound" <askme@nospam.com
> <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>> wrote in
> > > message news:45c79b4c@linux...
> > > > I seriously doubt if the Melodyne plug would =
work in
> > Paris... it
> > > utilizes
> > > > VST V2.4 Melodyne is also available as a stand =

alone

> > app... maybe
> > > that
> > > >would be a better bet for you.
> > > >
> > > > David.
> > > >
> > > > Tom Bruhl wrote:
> > > >> Anybody using Melodyne in Paris here?
> > > >> Is it totally functional except for =

automation?

> > > >> I'm pretty sick of Autotune 1.3 and the usual =

work

> > arounds.
> > > >> Good to go in Paris?
> > > >>
> > > >> "EK Sound" <askme@nospam.com
> > > >> <mailto:askme@nospam.com>
> > > >> <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > >> <mailto:askme@nospam.com>> wrote in
> > > >> message news:45c77878\$1@linux...
> > > >> Autotune 5 now has time locked graphical =

mode.

> > Previously,
> > > Autotune
> > > >> was unable to extract the timebase from =

the

> > project
> > > (I guess
> > > > DX does
> > > >> not support this). Now that it is VST, =

they

> > are able to
> > > include this.
> > > >> Previously, you would have to work from =

the

> > exact
> > > same point
> > > >> everytime... which is why they generally =

recommend

> > you work
> > > on one
> > > >> line at a time, and render each line when =

you have

> > finished
> > > tuning.
> > > >> With version 5, you can work on any point =

in

> the time
 > > line
 > > > with no
 > > > >> troubles. That being said, Melodyne kicks =
 the
 > snot
 > > out of
 > > > Autotune!!
 > > > >>
 > > > >> David.
 > > > >>
 > > > >> Chris Ludwig wrote:
 > > > >> > Haven't tried it but I think only the
 > newest VST
 > > version of
 > > > >> autotune has
 > > > >> > a functional graphical mode.
 > > > >> >
 > > > >> > Chris
 > > > >> >
 > > > >> >
 > > > >> > Don Nafe wrote:
 > > > >> >
 > > > >> >> Hi guys
 > > > >> >>
 > > > >> >> Cubase newbie here
 > > > >> >>
 > > > >> >> just wondering if there's a trick to =
 using
 > > graphical mode in
 > > > >> >> Cubase...I tried running it on a =
 simple
 > vocal track
 > > > staring at
 > > > >> "0" and
 > > > >> >> I see the graph showing up after the =
 vocals
 > > > start...about a 1/2
 > > > >> second
 > > > >> >> or so.
 > > > >> >>
 > > > >> >> Am I missing something here?
 > > > >> >>
 > > > >> >> DOn
 > > > >> >>
 > > > >> >
 > > > >>
 > > > >>

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

-----=_NextPart_000_011D_01C74979.F6760A70

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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>Oh it does that too?! That =
sounds even=20

better!</DIV>

<DIV> </DIV>

<DIV>Cool stuff. I'll be checking it=20
out.</DIV>

<DIV> </DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Dave(EK Sound)" <<A=20

=
href=3D"mailto:audioguy_editout_@shaw.ca">audioguy_editout_@shaw.ca&g=
t;=20

wrote in message <A=20

href=3D"news:45c7f392@linux">news:45c7f392@linux...</DIV>I =
wouldn't say "no=20

artifacts" but the results are really
good... but I doubt if I =
would use=20

it to re-pitch or re-time
a song on an album... just individual=20
tracks. The guy
giving the demo at NAMM turned a regular 4 =
on the=20

floor tune
into a shuffle with it. If you wanted to use it for=20

realigning drum tracks ala Beat Detective, the Studio
version =
would=20

work best.

David.

Tom Bruhl wrote:
> =
David,
>=20

Wow! So no artifacts across a whole mix? Can you alter=20
speed
> without altering pitch? That's the ticket for=20
me.
>
> So for effecting vocal channels and =

Yes, it has a time alignment / quantizing feature that can shift a vocal so it lines up with the time base of the project. It actually will stretch each note (or drum hit/decay) so that it fills in the gaps. Much easier to use than beat detective IMHO. To do this with a fully mic'd up kit (> 8 tracks) you would need the studio version.

Here is the line feature comparison:

http://www.celemony.com/cms/index.php?id=product_comparison&L=0

David.

Tom Bruhl wrote:

> Oh it does that too?!!! That sounds even better!
>
> Cool stuff. I'll be checking it out.
>
>
> "Dave(EK Sound)" <audioguy_editout_@shaw.ca
> <mailto:audioguy_editout_@shaw.ca> wrote in message
> news:45c7f392@linux...
> I wouldn't say "no artifacts" but the results are really
> good... but I doubt if I would use it to re-pitch or re-time
> a song on an album... just individual tracks. The guy
> giving the demo at NAMM turned a regular 4 on the floor tune
> into a shuffle with it. If you wanted to use it for
> realigning drum tracks ala Beat Detective, the Studio
> version would work best.
>
> David.
>
> Tom Bruhl wrote:
> > David,
> > Wow! So no artifacts across a whole mix? Can you alter speed
> > without altering pitch? That's the ticket for me.
> >
> > So for effecting vocal channels and possibly a whole mix for tempo
> > with use in Paris and Cubase which version would you suggest?
> > I guess I only need one channel (stereo) if it has to process
> offline
> > all the time.
> > Am I right?
> >
> > Sounds like studio is the full mix version that I'd want huh?
> > Thanks for the info.

> > Tom
> >
> >
> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com> wrote in
> > message news:45c7bfd2\$1@linux...
> > It really depends on what you are using it for. The plugin
> has all
> > the standard features, whereas the "essential" and "uno"
> versions only
> > offer manual pitch correction. The Cre8 version is good if
> you want
> > to make backing vocal tracks from a lead vocal, without
> having to have
> > several plugins open at one time. The Studio version is just
> that, a
> > fully featured recording and editing package. The quality is
> the same
> > regardless of the version. The one thing that Studio does
> that the
> > others don't do is manipulating polyphonic files, like
> guitars, keys,
> > or even entire mixes. The time manipulation capabilities on
> a full
> > mix is nothing short of amazing.
> >
> > For most "tuning" uses, the plugin works great.
> >
> > David.
> >
> > Tom Bruhl wrote:
> > > David,
> > > So there's no real-time automatic mode? Maybe standalone
> on my
> > Paris comp
> > > is the way to go then. A friend of mine has the full
> blown version
> > > around here.
> > > I'll have to get a demo from him. He loves it with Logic.
> > >
> > > Is the polyphonic version as good quality as it gets?
> Worth the
> > extra cash?
> > > Tom
> > >
> > >
> > >
> > > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>

> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>> wrote in
> > > message news:45c7b357@linux...
> > > Just to explain... the Melodyne plugin has to "record" the
> > track from
> > > the host first... in real time. Then you can
> manipulate the
> > sound
> > > during playback. One issue here... if you try to go
> back to
> > the track
> > > (not that you need to) and make additional edits,
> these edits
> > will
> > > have to be recorded into Melodyne again. You would
> lose what
> > work you
> > > have already done. Rule of thumb is to make sure your
> edits are
> > > finished, then "polish" with the Melodyne plug.
> > >
> > > David.
> > >
> > > Tom Bruhl wrote:
> > > > Okay then via spdf to Cubase and back then?
> Realtime in auto
> > > mode anyway?
> > > > I guess I'll have to render and drag over to Cubase for
> > processing
> > > > otherwise huh?
> > > > I think I need another MEC now that I think of it.
> Good
> > for another
> > > > ADAT and SPDF
> > > > with Paris/XP. I'll have to lose the last ADAT XT
> 20 for the
> > > rack space...
> > > > Maybe 1.3 will do...
> > > >
> > > > I really like realtime everything.
> > > > Poor old analog me
> > > >
> > > >
> > > > "Mark McCurdy" <mark@mccurdy.net
> <mailto:mark@mccurdy.net>
> > > <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
> > > > <mailto:mark@mccurdy.net>> wrote in

> > > > message news:45c7a9df@linux...
> > > > My guess is it won't work as well.
> > > >
> > > >
> > > > "EKE Sound" <askme@nospam.com
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > <mailto:askme@nospam.com>> wrote in
> > > > message news:45c79b4c@linux...
> > > > >I seriously doubt if the Melodyne plug would
> work in
> > > Paris... it
> > > > utilizes
> > > > >VST V2.4 Melodyne is also available as a
> stand alone
> > > app... maybe
> > > > that
> > > > >would be a better bet for you.
> > > > >
> > > > > David.
> > > > >
> > > > > Tom Bruhl wrote:
> > > > >> Anybody using Melodyne in Paris here?
> > > > >> Is it totally functional except for automation?
> > > > >> I'm pretty sick of Autotune 1.3 and the
> usual work
> > arounds.
> > > > >> Good to go in Paris?
> > > > >>
> > > > >> "EK Sound" <askme@nospam.com
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>
> > > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > > <mailto:askme@nospam.com>> wrote in
> > > > >> message news:45c77878\$1@linux...
> > > > >> Autotune 5 now has time locked
> graphical mode.
> > > Previously,
> > > > Autotune
> > > > >> was unable to extract the timebase from the
> > project
> > > (I guess
> > > > DX does
> > > > >> not support this). Now that it is VST, they
> > are able to
> > > > include this.
> > > > >> Previously, you would have to work
> from the

```

> > exact
> > > same point
> > > > >> everytime... which is why they
> generally recommend
> > > you work
> > > > on one
> > > > >> line at a time, and render each line
> when you have
> > > finished
> > > > tuning.
> > > > >> With version 5, you can work on any
> point in
> > the time
> > > line
> > > > with no
> > > > >> troubles. That being said, Melodyne
> kicks the
> > snot
> > > out of
> > > > Autotune!!
> > > > >>
> > > > >> David.
> > > > >>
> > > > >> Chris Ludwig wrote:
> > > > >> > Haven't tried it but I think only the
> > newest VST
> > > version of
> > > > >> autotune has
> > > > >> > a functional graphical mode.
> > > > >> >
> > > > >> > Chris
> > > > >> >
> > > > >> >
> > > > >> > Don Nafe wrote:
> > > > >> >
> > > > >> >> Hi guys
> > > > >> >>
> > > > >> >> Cubase newbie here
> > > > >> >>
> > > > >> >> just wondering if there's a trick
> to using
> > > graphical mode in
> > > > >> >> Cubase...I tried running it on a simple
> > vocal track
> > > > staring at
> > > > >> "0" and
> > > > >> >> I see the graph showing up after
> the vocals

```


> > > > start...about a 1/2
> > > > >> second
> > > > >> >> or so.
> > > > >> >>
> > > > >> >> Am I missing something here?
> > > > >> >>
> > > > >> >> DOn
> > > > >> >>
> > > > >> >
> > > > >>
> > > > >>
> > > > >>
> > > > >> I choose Polesoft Lockspam to fight spam,
> and you?
> > > > >> <http://www.polesoft.com/refer.html>
> > > >

Subject: Re: Autotune in Cubase
Posted by [audioguy_editout_](#) on Tue, 06 Feb 2007 04:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here is a link to some online demos...

<http://www.celemony.com/cms/index.php?id=256>

David.

Tom Bruhl wrote:

> Oh it does that too?!!! That sounds even better!
>
> Cool stuff. I'll be checking it out.
>
>
> "Dave(EK Sound)" <audioguy_editout_@shaw.ca>
> <mailto:audioguy_editout_@shaw.ca>> wrote in message
> news:45c7f392@linux...
> I wouldn't say "no artifacts" but the results are really
> good... but I doubt if I would use it to re-pitch or re-time
> a song on an album... just individual tracks. The guy
> giving the demo at NAMM turned a regular 4 on the floor tune
> into a shuffle with it. If you wanted to use it for
> realigning drum tracks ala Beat Detective, the Studio
> version would work best.
>
> David.
>

> Tom Bruhl wrote:
> > David,
> > Wow! So no artifacts across a whole mix? Can you alter speed
> > without altering pitch? That's the ticket for me.
> >
> > So for effecting vocal channels and possibly a whole mix for tempo
> > with use in Paris and Cubase which version would you suggest?
> > I guess I only need one channel (stereo) if it has to process
> offline
> > all the time.
> > Am I right?
> >
> > Sounds like studio is the full mix version that I'd want huh?
> > Thanks for the info.
> > Tom
> >
> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in
> > message news:45c7bfd2\$1@linux...
> > It really depends on what you are using it for. The plugin
> has all
> > the standard features, whereas the "essential" and "uno"
> versions only
> > offer manual pitch correction. The Cre8 version is good if
> you want
> > to make backing vocal tracks from a lead vocal, without
> having to have
> > several plugins open at one time. The Studio version is just
> that, a
> > fully featured recording and editing package. The quality is
> the same
> > regardless of the version. The one thing that Studio does
> that the
> > others don't do is manipulating polyphonic files, like
> guitars, keys,
> > or even entire mixes. The time manipulation capabilities on
> a full
> > mix is nothing short of amazing.
> >
> > For most "tuning" uses, the plugin works great.
> >
> > David.
> >
> > Tom Bruhl wrote:
> > > David,
> > > So there's no real-time automatic mode? Maybe standalone
> on my

> > Paris comp
 > > > is the way to go then. A friend of mine has the full
 > blown version
 > > > around here.
 > > > I'll have to get a demo from him. He loves it with Logic.
 > > >
 > > > Is the polyphonic version as good quality as it gets?
 > Worth the
 > > extra cash?
 > > > Tom
 > > >
 > > >
 > > >
 > > > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
 > <mailto:askme@nospam.com>
 > > <mailto:askme@nospam.com>> wrote in
 > > > message news:45c7b357@linux...
 > > > Just to explain... the Melodyne plugin has to "record" the
 > > track from
 > > > the host first... in real time. Then you can
 > manipulate the
 > > sound
 > > > during playback. One issue here... if you try to go
 > back to
 > > the track
 > > > (not that you need to) and make additional edits,
 > these edits
 > > will
 > > > have to be recorded into Melodyne again. You would
 > lose what
 > > work you
 > > > have already done. Rule of thumb is to make sure your
 > edits are
 > > > finished, then "polish" with the Melodyne plug.
 > > >
 > > > David.
 > > >
 > > > Tom Bruhl wrote:
 > > > > Okay then via spdf to Cubase and back then?
 > Realtime in auto
 > > > mode anyway?
 > > > > I guess I'll have to render and drag over to Cubase for
 > > processing
 > > > > otherwise huh?
 > > > > I think I need another MEC now that I think of it.
 > Good
 > > for another
 > > > > ADAT and SPDF

> > > > with Paris/XP. I'll have to lose the last ADAT XT
> 20 for the
> > > rack space...
> > > > Maybe 1.3 will do...
> > > >
> > > > I really like realtime everything.
> > > > Poor old analog me
> > > >
> > > >
> > > >
> > > > "Mark McCurdy" <mark@mccurdy.net
> <mailto:mark@mccurdy.net>
> > <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
> > > <mailto:mark@mccurdy.net>> wrote in
> > > > message news:45c7a9df@linux...
> > > > My guess is it won't work as well.
> > > >
> > > >
> > > > "EKE Sound" <askme@nospam.com
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > <mailto:askme@nospam.com>> wrote in
> > > > message news:45c79b4c@linux...
> > > > >I seriously doubt if the Melodyne plug would
> work in
> > > Paris... it
> > > > utilizes
> > > > >VST V2.4 Melodyne is also available as a
> stand alone
> > > app... maybe
> > > > that
> > > > >would be a better bet for you.
> > > > >
> > > > > David.
> > > > >
> > > > > Tom Bruhl wrote:
> > > > >> Anybody using Melodyne in Paris here?
> > > > >> Is it totally functional except for automation?
> > > > >> I'm pretty sick of Autotune 1.3 and the
> usual work
> > arounds.
> > > > >> Good to go in Paris?
> > > > >>
> > > > >> "EK Sound" <askme@nospam.com
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>
> > > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > > <mailto:askme@nospam.com>> wrote in

> > > > >> message news:45c77878\$1@linux...
> > > > >> Autotune 5 now has time locked
> graphical mode.
> > > Previously,
> > > > Autotune
> > > > >> was unable to extract the timebase from the
> > project
> > > (I guess
> > > > DX does
> > > > >> not support this). Now that it is VST, they
> > are able to
> > > > include this.
> > > > >> Previously, you would have to work
> from the
> > exact
> > > same point
> > > > >> everytime... which is why they
> generally recommend
> > > you work
> > > > on one
> > > > >> line at a time, and render each line
> when you have
> > > finished
> > > > tuning.
> > > > >> With version 5, you can work on any
> point in
> > the time
> > > line
> > > > with no
> > > > >> troubles. That being said, Melodyne
> kicks the
> > snot
> > > out of
> > > > Autotune!!
> > > > >>
> > > > >> David.
> > > > >>
> > > > >> Chris Ludwig wrote:
> > > > >> > Haven't tried it but I think only the
> > newest VST
> > > version of
> > > > >> autotune has
> > > > >> > a functional graphical mode.
> > > > >> >
> > > > >> > Chris
> > > > >> >
> > > > >> >
> > > > >> > Don Nafe wrote:

> > > > >> >
> > > > >> >> Hi guys
> > > > >> >>
> > > > >> >> Cubase newbie here
> > > > >> >>
> > > > >> >> just wondering if there's a trick
> to using
> > > graphical mode in
> > > > >> >> Cubase...I tried running it on a simple
> > vocal track
> > > > staring at
> > > > >> "0" and
> > > > >> >> I see the graph showing up after
> the vocals
> > > > start...about a 1/2
> > > > >> second
> > > > >> >> or so.
> > > > >> >>
> > > > >> >> Am I missing something here?
> > > > >> >>
> > > > >> >> DOn
> > > > >> >>
> > > > >> >
> > > > >>
> > > > >>
> > > > >> I choose Polesoft Lockspam to fight spam,
> and you?
> > > > >> http://www.polesoft.com/refer.html
> > > >

Subject: Re: Autotune in Cubase
Posted by [David L](#) on Tue, 06 Feb 2007 05:42:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

What I do is create a new audio track, cut the offending vocal phrase, and paste a copy to the new track.

Insert Autotune.

Select the segment and press P (which puts the in/out markers at the beginning and end of the segment)

Go to the in marker, open Autotune, go to graphical mode, then tell it to track the audio.

Press play, then stop at the end of the audio.

Now the trick is to ALWAYS begin playback at the "in" marker.

When you have it the way you want it, set Autotune to correct the audio, then solo the segment and render it, adding it to the project.

David

On 5-Feb-2007, "Don Nafe" <dnafe@magma.ca> wrote:

- > just wondering if there's a trick to using graphical mode in Cubase...I
 - > tried running it on a simple vocal track staring at "0" and I see the
 - > graph
 - > showing up after the vocals start...about a 1/2 second or so.
-

Subject: Re: Autotune in Cubase

Posted by [Don Nafe](#) on Tue, 06 Feb 2007 11:50:17 GMT

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

That's exactly what I have done, but as soon as I hit play to start working on the track I notice the audio is not lining up with the graph in Auto tune (1/2 a second ahead)...also when I hit stop auto tune returns to the start point and then the curser line starts moving across the graph again..

This is really weird because just before Christmas I was attempting to repair a vocal line and it worked like a charm....very odd

"David L" <david@revealaudio.com> wrote in message news:45c815bc@linux...

- > What I do is create a new audio track, cut the offending vocal phrase, and
- > paste a copy to the new track.
- > Insert Autotune.
- > Select the segment and press P (which puts the in/out markers at the
- > beginning and end of the segment)
- > Go to the in marker, open Autotune, go to graphical mode, then tell it to
- > track the audio.
- > Press play, then stop at the end of the audio.
- > Now the trick is to ALWAYS begin playback at the "in" marker.
- > When you have it the way you want it, set Autotune to correct the audio,
- > then solo the segment and render it, adding it to the project.

>

> David

>

>

> On 5-Feb-2007, "Don Nafe" <dnafe@magma.ca> wrote:

>

- >> just wondering if there's a trick to using graphical mode in Cubase...I
 - >> tried running it on a simple vocal track staring at "0" and I see the
 - >> graph
 - >> showing up after the vocals start...about a 1/2 second or so.
-
-

Subject: Re: Autotune in Cubase
Posted by [Mark McCurdy](#) on Tue, 06 Feb 2007 13:28:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0012_01C749C0.769D5780
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Yep, I've used it numerous times for quantizing live drum mixes and it works great. Cubase has audio quantizing but this is quicker and easier to use. =20

There are few plugs I would label as a "magic wand" but this is one is just that. =20

I was working on vocal mixes last night and I'm just blown away how great this program works. This poor girl singing kept going sharp on me. I put it in staff view and set the key sig and there they were ... all the accidentals in plain view ... take the mouse and drag to the correct note and wa la! =20

"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:45c7fe93@linux...

Oh it does that too?!!! That sounds even better!

Cool stuff. I'll be checking it out.

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message = news:45c7f392@linux...

I wouldn't say "no artifacts" but the results are really good... but I doubt if I would use it to re-pitch or re-time a song on an album... just individual tracks. The guy giving the demo at NAMM turned a regular 4 on the floor into a shuffle with it. If you wanted to use it for realigning drum tracks ala Beat Detective, the Studio version would work best.

David.

Tom Bruhl wrote:

> David,

> Wow! So no artifacts across a whole mix? Can you alter speed

> without altering pitch? That's the ticket for me.

> =20

> So for effecting vocal channels and possibly a whole mix for tempo

> with use in Paris and Cubase which version would you suggest?
 > I guess I only need one channel (stereo) if it has to process =
 offline=20
 > all the time.
 > Am I right?
 > =20
 > Sounds like studio is the full mix version that I'd want huh?
 > Thanks for the info.
 > Tom
 > =20
 > =20
 > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote =
 in
 > message news:45c7bfd2\$1@linux...
 > It really depends on what you are using it for. The plugin =
 has all
 > the standard features, whereas the "essential" and "uno" =
 versions only
 > offer manual pitch correction. The Cre8 version is good if =
 you want
 > to make backing vocal tracks from a lead vocal, without having =
 to have
 > several plugins open at one time. The Studio version is just =
 that, a
 > fully featured recording and editing package. The quality is =
 the same
 > regardless of the version. The one thing that Studio does =
 that the
 > others don't do is manipulating polyphonic files, like =
 guitars, keys,
 > or even entire mixes. The time manipulation capabilities on a =
 full
 > mix is nothing short of amazing.
 > =20
 > For most "tuning" uses, the plugin works great.
 > =20
 > David.
 > =20
 > Tom Bruhl wrote:
 > > David,
 > > So there's no real-time automatic mode? Maybe standalone =
 on my
 > Paris comp
 > > is the way to go then. A friend of mine has the full blown =
 version
 > > around here.
 > > I'll have to get a demo from him. He loves it with Logic.
 > > =20

> > Is the polyphonic version as good quality as it gets? =

Worth the

> extra cash?

> > Tom

> >=20

> >=20

> >

> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>

> <mailto:askme@nospam.com>> wrote in

> > message news:45c7b357@linux...

> > Just to explain... the Melodyne plugin has to "record" =

the

> track from

> > the host first... in real time. Then you can =

manipulate the

> sound

> > during playback. One issue here... if you try to go =

back to

> the track

> > (not that you need to) and make additional edits, these =

edits

> will

> > have to be recorded into Melodyne again. You would =

lose what

> work you

> > have already done. Rule of thumb is to make sure your =

edits are

> > finished, then "polish" with the Melodyne plug.

> >

> > David.

> >

> > Tom Bruhl wrote:

> > > Okay then via spdf to Cubase and back then? =

Realtime in auto

> > mode anyway?

> > > I guess I'll have to render and drag over to Cubase =

for

> processing

> > > otherwise huh?

> > > I think I need another MEC now that I think of it. =

Good

> for another

> > > ADAT and SPDF

> > > with Paris/XP. I'll have to lose the last ADAT XT =

20 for the

> > rack space...

> > > Maybe 1.3 will do...

> > >

> > > I really like realtime everything.
 > > > Poor old analog me
 > > >
 > > >
 > > >
 > > > "Mark McCurdy" <mark@mccurdy.net
 > <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
 > > <mailto:mark@mccurdy.net>> wrote in
 > > > message news:45c7a9df@linux...
 > > > My guess is it won't work as well.
 > > >
 > > >
 > > > "EKE Sound" <askme@nospam.com
 > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
 > > <mailto:askme@nospam.com>> wrote in
 > > > message news:45c79b4c@linux...
 > > > >I seriously doubt if the Melodyne plug would =
 work in
 > > Paris... it
 > > > utilizes
 > > > >VST V2.4 Melodyne is also available as a =
 stand alone
 > > app... maybe
 > > > that
 > > > >would be a better bet for you.
 > > > >
 > > > > David.
 > > > >
 > > > > Tom Bruhl wrote:
 > > > >> Anybody using Melodyne in Paris here?
 > > > >> Is it totally functional except for =
 automation?
 > > > >> I'm pretty sick of Autotune 1.3 and the =
 usual work
 > > arounds.
 > > > >> Good to go in Paris?
 > > > >>
 > > > >> "EK Sound" <askme@nospam.com
 > <mailto:askme@nospam.com>
 > > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
 > > > <mailto:askme@nospam.com>> wrote in
 > > > >> message news:45c77878\$1@linux...
 > > > >> Autotune 5 now has time locked graphical =
 mode.
 > > Previously,
 > > > Autotune
 > > > >> was unable to extract the timebase from =
 the

> project
 > > (I guess
 > > > DX does
 > > > >> not support this). Now that it is VST, =
 they
 > are able to
 > > > include this.
 > > > >> Previously, you would have to work =
 from the
 > exact
 > > same point
 > > > >> everytime... which is why they generally =
 recommend
 > > you work
 > > > on one
 > > > >> line at a time, and render each line =
 when you have
 > > finished
 > > > tuning.
 > > > >> With version 5, you can work on any =
 point in
 > the time
 > > line
 > > > with no
 > > > >> troubles. That being said, Melodyne =
 kicks the
 > snot
 > > out of
 > > > Autotune!!
 > > > >>
 > > > >> David.
 > > > >>
 > > > >> Chris Ludwig wrote:
 > > > >> > Haven't tried it but I think only the
 > newest VST
 > > version of
 > > > >> autotune has
 > > > >> > a functional graphical mode.
 > > > >> >
 > > > >> > Chris
 > > > >> >
 > > > >> >
 > > > >> > Don Nafe wrote:
 > > > >> >
 > > > >> >> Hi guys
 > > > >> >>
 > > > >> >> Cubase newbie here
 > > > >> >>

> > > >> >> just wondering if there's a trick to =
using
> > graphical mode in
> > > >> >> Cubase...I tried running it on a =
simple
> vocal track
> > > staring at
> > > >> "0" and
> > > >> >> I see the graph showing up after the =
vocals
> > > start...about a 1/2
> > > >> second
> > > >> >> or so.
> > > >> >>
> > > >> >> Am I missing something here?
> > > >> >>
> > > >> >> DOn
> > > >> >>
> > > >> >
> > > >>
> > > >>
> > > >>
> > > >> I choose Polesoft Lockspam to fight spam, =
and you?
> > > >> <http://www.polesoft.com/refer.html>
> > >

-----=_NextPart_000_0012_01C749C0.769D5780

Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!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 6.00.5730.11" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Yep, I've used it numerous times for =
quantizing=20
live drum mixes and it works great.&nbsp; Cubase has audio quantizing =
but this=20
is quicker and easier to use.&nbsp; </FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>There are few plugs I would label as a =
"magic wand"=20
but this is one is just that.&nbsp; </FONT></DIV>
```

<DIV> </DIV>
<DIV>I was working on vocal mixes last night =
and I'm=20
just blown away how great this program works. This poor girl singing =
kept going=20
sharp on me. </DIV> I put it in staff view and set the key sig and there =
they=20
were ... all the accidentals in plain view ... take the mouse and drag =
to the=20
correct note and wa la! </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
in message=20
news:45c7fe93@linux...</DIV>
<DIV>Oh it does that too?!!! That =
sounds even=20
better!</DIV>
<DIV> </DIV>
<DIV>Cool stuff. I'll be checking it =

out.</DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dave(EK Sound)" <<A=20
=
href=3D"mailto:audioguy_editout_@shaw.ca">audioguy_editout_@shaw.ca&g=
t;=20
wrote in message <A=20
href=3D"news:45c7f392@linux">news:45c7f392@linux...</DIV>I =
wouldn't say=20
"no artifacts" but the results are really
good... but I doubt if =
I would=20
use it to re-pitch or re-time
a song on an album... just =
individual=20
tracks. The guy
giving the demo at NAMM turned a regular 4 =
on the=20
floor tune
into a shuffle with it. If you wanted to use it for=20

realigning drum tracks ala Beat Detective, the Studio =

version would=20
work best.

David.

Tom Bruhl wrote:
> =
David,
>=20

