
Subject: Sound Card for native
Posted by [tonehouse](#) on Wed, 12 Dec 2007 04:15:33 GMT
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rial size=3D2>going to <FONT face=3DArial =
size=3D2>the=20
hospital. Mass quantities of beer make men do strange =
things.</DIV>
<DIV> </DIV>>

Subject: Re: Sound Card for native
Posted by [DJ](#) on Wed, 12 Dec 2007 05:09:00 GMT
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thing but drums on this one, to include
>>>> the vocals.
>>>>
>>>> 2.) Someone said they'd like to hear less rhythm guitars...
>>>> interestingly, in previous versions of this song, one of the
>>>> consistent things I kept hearing was "we want more guitars!!!";
>>>> I felt they would have overpowered things at the time, but
>>>> Rod's playing on this brings so much more drive & power to the
>&g

Subject: Re: Sound Card for native
Posted by [Sarah](#) on Wed, 12 Dec 2007 14:24:18 GMT
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gt;>>> lines... the guitars & bass are pretty freakin' tight with each
>>>>> other - is it possible that you're not hearing the bass as
>>>>> being where it lives, but are thinking it's part of the bottom
>>>>> end of the rhythm guitars? it's easy to pick it out where the
>>>>> guitar parts drop out - check the solo sections to see what I'm
>>>>> getting at (where the rhythm parts drop out).
>>>>>
>>>>> So, while I'm now going to go back & check for anything weird
>>>>> going on in the low end, I'm also wondering how much of this
>>>>> might be personal preference & the like???
>>>>>
>>>>> Thoughts?
>>>>>
>>>>>

>
>> >>I choose Polesoft Lockspam to fight spam, =
and=20
you?
>> =
>>http://www.polesoft.com/refer.html =20

>> >>
>> >><!DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0 Transitional//EN">>> =20
>><HTML&<HEAD&>
>> >><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html; =
=3D
>> =20
>>charset=3D3Diso-8859-1">>> >><META=20
content=3D3D"MSHTML 6.00.2900.2180" =
name=3D3DGENERATOR&>
>> =20
>><STYLE&</STYLE&>
>> =20

Subject: Re: Sound Card for native
Posted by [Chris Ludwig](#) on Fri, 14 Dec 2007 04:41:57 GMT
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.

>
>Most projects I work on these days are on Slow-Tools which I find for =
mixing
>really nice. Editing is an entirely diffenent story.=20
>But one thing is for sure: The PARis sound keeps bringing me return =
business
>form my Engineer and Producers who use Pro Tools & Cubase.. They just =
want
>to run their mix thru (Paris) for the sound..
>
>"Deej" <noway@jose.net> wrote:
>>Scott,
>>
>>I'm just too invested in what I've got going on here to go back to =
using
>
>>Paris. I made a decision to move on and I'm going to stick with it. =
Part
>of=20
>>that decision was based on the presumption that I would really need =
the
>
>>ability to work at higher sample rates. another assumption was that =
I would
>

Subject: Re: Sound Card for native
Posted by [chuck duffy](#) on Fri, 14 Dec 2007 14:12:39 GMT
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> :-)
>
>
>
>> Cheers,
>> -Jamie
>> www.JamieKruz.com
>
>Could be either.

Your ideas are good ones, I do a fair number of them myself and I walk to work. Of course I'm a carbon emitter myself, so by walking I slightly increase carbon output but my only car is a 1966 Ford Thunderbird that gets about 12 MPG so I'm to the good.

That said, the military is a spectacular waster of energy and burns staggering amounts of some of the dirtiest fuels in the world. Minimizing that would be a good idea.

And then there's the T-Shirt I've always wanted to have made

Reduce your Carbon Footprint
KILL YOURSELF!

TCB

"chuck duffy" <c@c.com> wrote:

>
>>So is it because you are printing money in the basement, or because you are
>a huge asshole?

>
>Chuck

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

>>
>>i figure i don't need to do shit cuz just one big military jet flight will
>>use more fuel than i ever will in my whole lifetime. i think the real
way
>>to make a difference is by reducing government and stopping wars. this
>at
>>home piddly shit is meaningless to me.
>>
>>John

&g
