
Subject: Shadow Hills GAMA

Posted by [Cujjo](#) on Wed, 05 Oct 2005 03:51:00 GMT

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t;><HTML><HEAD>

>> >><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

>> >> charset=3D3Diso-8859-1">

>> >><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>

>> >><STYLE></STYLE>

>> >></HEAD>

>&

Subject: Re: Shadow Hills GAMA

Posted by [Neil](#) on Wed, 05 Oct 2005 04:20:45 GMT

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gt; >><BODY bgColor=3D3D#ffffff>

>> >><DIV>Had a project that called =
for tenor

=3D

>> >>sax,=3D20

>> >>vocals</DIV>

>> >><DIV>and a little egg =
shakin'.</DIV>

>> >><DIV> </DIV>

>> >><DIV>Used 'em on everything =
through the

=3D

>> >>Precision=3D20

>> >>8</DIV>

>> >><DIV>with really great =
results.</DIV>

>> >><DIV> </DIV>

>> >><DIV>The best words to describe =
=3D

>> >>them are natural=3D20

>> >>and not hyped.</DIV>

>> >><DIV>Made the sax sound just like =
the =3D

>> >&

Subject: Re: Shadow Hills GAMA

Posted by [Cujjo](#) on Wed, 05 Oct 2005 12:43:57 GMT

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;gt;> =
>></DIV></FONT=20
face=3D3DArial size=3D3D2>It was a disco thing with that =
sizzly
>>=20
=3D
>> >>sound that=3D20
>> >>>only a=20
condensor</DIV>
>> =
>></DIV></FONT=20
face=3D3DArial size=3D3D2>should get. What I found was that =
these
>>=20
>=3D
>> >>things took=3D20
>> =
>>>Paris' eq=20
</DIV>
>> >></DIV></FONT =
face=3D3DArial=20
size=3D3D2>sweetly. The esses didn't go =
over
=3D
>>=20
>>the=3D20
>> >>edge and tone was=20
smooth</DIV>
>> =
>></DIV></FONT=20
face=3D3DArial size=3D3D2>as silk. I did use La2a's across =
=3D
>>=20
>>them at=3D20
>> >>mixdown though. The=20
eggs</DIV>
>> >></DIV></FONT=20
face=3D3DArial size=3D3D2>recorded nicely and again sounded =
=3D
>>=20
>>natural. =3D20
>> >>One on each side of the =
mic. =20
</DIV>
>> >></DIV&a

Subject: Re: Shadow Hills GAMA
Posted by [Cujjo](#) on Wed, 05 Oct 2005 14:10:04 GMT
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t;the R121s =
etc. The=20
Lundahls =3D
>> =
>></FONT=3D20
>>=20
>>face=3D3DArial size=3D3D2>are supposed to give them more =
clarity=20
across
>the=3D20
>>=20
>>board.</DIV>
>>=20
>></DIV>Natural is =
what I call=20
them. =3D
>> =
>></FONT=3D20
>>=20
>>face=3D3DArial size=3D3D2>Not a bad choice if your looking =
for=20
=3D
>> >>ribbons.</DIV&am p;gt;
>>=20

>></DIV> =
</DIV>
>& >></DIV></FONT face=3D3DArial=20
size=3D3D2>Thanks to John Macy for turning us
on
>& =
=3D
>&=20
>>to them. Jon,=3D20
>& >>the owner of Shiny=20
Box</DIV>
>& >></DIV></FONT=20
face=3D3DArial size=3D3D2>was very helpful throughout=20
the
>buying=3D20
>& >>process. He also took =
great=20
care in first</DIV>
>& =
>></DIV></FONT=20
face=3D3DArial size=3D3D2>matching mics then matching =
=3D
>&=20
>>transformers then=3D20
>& >>matching the mics=20
w/transformers.</DIV>
>&=20
>></DIV></FONT face=3D3DAr

Subject: Re: Shadow Hills GAMA
Posted by [Miguel Vigil \[1\]](#) on Fri, 07 Oct 2005 15:32:45 GMT
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mail.com> wrote:

>
>You might want to try AIM to zap the files over.
>
>James
>
>"Tony Benson" <tony@standinghampton.com> wrote:
>>Tom,
>>
>>If you want, you can email them to me and I'll put them on my web site
so
>
>>anyone can go download them. I've got extra space and bandwidth right now,
>
>>so it's no big deal. Let me know.
>>
>> Email me here: tony@mercysakes.com
>>
>>Tony
>>
>>
>>"Tom Bruhl" <arpeggio@comcast.net> wrot

Subject: Re: Shadow Hills GAMA
Posted by [Cujjo](#) on Sat, 08 Oct 2005 04:17:53 GMT
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#64;R=
EMOVETHISSbcglobal.net>=20
wrote in message
>> > <A=20
href=3D"news:4365a87e@linux">news:4365a87e@linux...
>>=20
>
>> >>>Pour Grammor!!!!????? Me???
>> =
>>My=20
Ass!!!!
>> >>>I graduate top onners at me scoool=20
!!!!
>> >>>
>> >>>
>> >>>"EK =
Sound"=20
<<A=20
=
href=3D"mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com=
>=20
wrote in message
>> =
>>>news:4363adea@linux...
>>=20
>>
>> >>>>That's a problem with an =
international=20
forum... subtleties get lost in
>> =

Subject: Re: Shadow Hills GAMA
Posted by [Deej \[1\]](#) on Sat, 08 Oct 2005 12:47:49 GMT
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=20
>>>>>that would be supporting those nice and cheap =
plugins=20
that help
>Paris
>> >>>
>> =
>>>
>>=20
>>>
>> >>>>>I see people here payinmg 250 =
\$ for a=20
single adat card so for 3 adat
>>=20
>>>>>cards
>> >>>>>750 =
\$.
>>=20
>>>>>plus a Mec 150\$ almost a 1000 \$ to just have 24 =
adat 20=20
bit tracks
>> >>>>>from one
>>=20
>>>>>PC to another.
>> >>>>>Now =
a=20
simple plugin lets you have 24 bit (or 32bit floating until =
you
>>=20
>>>
>> >>>use
>> >>>
>>=20
>>>>>Paris dsp) of 24 audio tracks for a normal 2600 =
Ghz=20

cpu.
>> >>>>>>So if you think that I am giving =
you guys=20
a hard time then sorry I
>> >>>>>>will =
stop
>>=20
>>>>>>what I am doing these last months.
>>=20
>>>>>>thanks to all of you anyway.
>>=20
>>>>>>Regards,
>>=20
>>>>>>Dimitrios
>> =
>>>>>>
>>=20
>>>>>>ri

Subject: Re: Shadow Hills GAMA
Posted by [Cujjo](#) on Sat, 08 Oct 2005 14:17:49 GMT
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ck <<A=20
href=3D"mailto:parnell68@hotmail.com">parnell68@hotmail.com>=20
wrote:
>> >>>>>>
>>=20
>>>>>>
>> >>>>>>>"i will buy=20
Dimitrios"...dude...that's slavery...even in a non pc
>>=20
>>>>>>>correct society.
>>=20
>>>>>>>
>> >>>>>>>On Fri, =
28 Oct=20
2005 07:32:03 -0500, "Brandon"
>> =
>>>>>>><<A=20
=
href=3D"mailto:brandon_goodwin@REMOVETHISsbcglobal.net">brandon_goodwin@R=
EMOVETHISsbcglobal.net>=20
wrote:
>> >>>>>>>
>>=20
>>>>>>>
>> =
>>>>>>>
>>=20
>>>>>>>>i will buy Dimitrios.
>>=20
>>>>>>>>bran don
>>=20
>>>>>>>>
>>=20
>>>>>>>>
>>=20
>>>>>>>>"Dimitrios " <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
message
>>=20
>>>>>>>>>>>news :4361ea71\$1@linux...
>>=20
>>>>>>>>
>>=20
>>>>>>>><B
