
Subject: Live vocal mic bleed

Posted by [Don Nafe](#) on Fri, 02 Dec 2005 16:08:42 GMT

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Subject: Re: Live vocal mic bleed

Posted by [EK Sound](#) on Fri, 02 Dec 2005 16:34:15 GMT

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JCOiDB+uDyACy3fDWi6np/2i/wBb1ae+1O8w

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Subject: Re: Live vocal mic bleed

Posted by [Don Nafe](#) on Fri, 02 Dec 2005 16:47:44 GMT

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Subject: Re: Live vocal mic bleed

Posted by [Jorsi](#) on Sat, 03 Dec 2005 20:02:27 GMT

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3&cat=20&id=332

>>>

>>>I heard these yesterday at a music store and was blown away, and was

>>>shocked

>>>to hear the price! If you're out and about, give 'em a listen.

>>>

>>>CL

>>>

>

>I know I'm going to sound like an "old fart" as DeeJ so eloquently put it a few posts back, but I see this a lot with "younger engineers" (sorry), that weren't bought up with analogue.

They are told that all you need to do is set an optimum level, and then fix it in the mix.....Wrong.....

You must always try and get the most amount of signal to tape, (disk),

allowing for dynamics and song type of course.

Riding record levels was one of the first things we were ever taught, (I can't remember being taught it, but I know I was), because if you under recorded with tape, all you got was noise when you had to ride the levels eventually in the mix, especially vocals.

That's not to say we didn't limit or compress, but we still rode those levels.

Rant off...thanks for reading.

Cheers

Martin Harrington

www.lendaneer-sound.com

"Kim" <hiddensounds@hotmail.com> wrote in message news:43b5b29a\$1@linux...

>

>

> This is the approach I often take. Or at times, if there's just a couple

> of noticeable sections, I'll just do a volume change on the track itself.

> Simply cut the track boost up the low bit to match better with the rest.

> Often you'll find the performer only uses a couple of different

> intensities

> through the performance, so cutting at the change point(s) and adding or

> subtracting a few db can do the job.

>

> Cheers,

> Kim.

>

> "Lance Reichert" <lance.rocks@nospam.verizon.net> wrote:

>>

>>

>>John,

>>

>>Another option would be to cut the

Subject: Re: Live vocal mic bleed

Posted by [Don Nafe](#) on Sun, 04 Dec 2005 12:09:21 GMT

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gt;>Bluetubes,

> >> >=20

> >> >=20

> >> >>>Voxengo, but the Bluetubes limiter seemed to do the best job so =

> >>far.

> >> >>>

> >> >>>Where would you be going on this. Is there a stereo NoLimit? I

> > =

> >>forget.

> >> >>

```

> >> >>> If so, is that a possibility? What plugin can jam this into the
> > =
> >>pocket.
> >> >>>
> >> >>>Thanks,
> >> >>>John
> >>
> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> >><META http-equiv=3DContent-Type content=3D"text/html; =
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> >><META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>
> >><STYLE></STYLE>
> >></HEAD>
> >><BODY bgColor=3D#ffffff>
> >><DIV><FONT face=3DArial size=3D2>John,</FONT></DIV>
> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> >><DIV><FONT face=3DArial size=3D2>Another option would be to cut =
> >> the=20
> >>performance into separate chunks, spread them over a few tracks, then =
> >>adjust the=20
> >>volume</FONT></DIV>
> >><DIV><FONT face=3DArial size=3D2>on the individual tracks so they=20
> >>match.</FONT></DIV>
> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> >><DIV><FONT face=3DArial size=3D2>Lance</FONT></DIV>
> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
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> >>in message=20
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```
