
Subject: Some cool picks from NAMM

Posted by [excelav](#) on Tue, 05 Feb 2008 07:36:01 GMT

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>controlled lighting so choose a camera with good low light performance.

>

>I would think a hi-def format would give you a marketing edge. Use a

>tripod when you can. Wireless mics on or near the participants would be

>a good thing. Great pictures aren't enough if you can't hear what's

>going on.

>

>I've used a lot of editing systems. Currently I edit with Final Cut Pro

>on the G5 or the new laptop.

>

>Feel free to email if I can help with any questions.

>

>Cheers,

> -Jamie

> www.JamieKrutz.com

>

>

>

>> "Aaron Allen" <know-spam@not_here.dude> wrote:

>>> If you're still serious about building an XP box for Paris, I'm still

>>> onboard to help you configure it up, if you run into any snags.

>>> .

>>> AA

>>>

>>>

>>> "James McCloskey" <excelsm@hotmail.com> wrote in message

>>> [news:4807ff5e\\$1@linux...](mailto:news:4807ff5e$1@linux...)

>>>> Vary cool to hear Jamie. And you have the option to add up to a 30"

>>>> monitor

>>>> if you want to expand your desk top. My next Mac may not be a Mac.

Apple

>>>> needs a sub \$1,000.00 tower.

>>>>

>>>> Jamie K <Meta@Dimensional.com> wrote:

>>>>> I'm slowly integrating the new Macbook Pro into the workflow (thanks

>>>>> Chris!). Logic 8 runs great on it. 4GB RAM, 512 graphics RAM, 250GB
HD,

>>>>> 2 firewire and three USB2 ports, expansion port, HiDef LED-lit display

>>>>> and OSX 10.5.

>>>>>
>>>>> Right now I'm using it to animate and edit a 20 minute video project
>>>>> using a variety of 2D and 2D software and FCP. Haven't done any head
to
>>>>> head tests against the dual G5 yet but it feels a bit faster, and on
a
>>>>> quick, non-scientific 3D rendering test it was about 10-15% faster,
>>>>> although the G5 was also running more other stuff at the time.
>>>>>
>>>>> As far as OSX 10.5, pretty cool so far. I'm glad Apple finally got
>>>>> around to supporting multiple desktops, I've been missing that since

>>>>> BeOS...
>>>>>
>>>>> So my preliminary conclusions are that the MBP is a nice laptop, and
the
>>>>> G5 still does pretty well for an old timer. Nice to have a c

Subject: Re: Some cool picks from NAMM
Posted by [excelav](#) on Tue, 05 Feb 2008 07:41:49 GMT
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ouple of
>>>>> boxes to divide the work.
>>>>>
>>>>> Next week I'll tackle installing all the Native Instruments stuff onto
>>>>> the MBP.
>>>>>
>>>>> Cheers,
>>>>> -Jamie
>>>>> www.JamieKrutz.com
>>>
>>anyone?

On Thu, 17 Apr 2008 06:30:12 -0400, rick <parnell68@hotmail.com>
wrote:

>what's good out there?Yeah, but it was a honky-tonk country band for cryin' out loud! You don't think MIDI with a retro-roots project like that! And I suspect the drummer would have freaked if I had tried putting triggers on his drums. The moral of the story is GET A GOOD DRUMMER!!! I tell all my clients that the most important money they'll spend on their project (besides the money spent to use my studio, of course!) is the money spent to hire the best bass player and drummer for their style of music they can find. Almost everything else can be fixed (God, I hate to say this!) in the mix, but you gotta have a rhythm section. They're the floor (and the foundation!) of the house. With a great rhythm section you always know that no matter where you go, no matter

how dark it gets, when you put your foot down there'll be something solid underneath it. Drumagog can make the floor any color you want it to be but it can't make it rock solid.

Gantt

"Neil" <OI0I@OIU.com> wrote:

>

>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>

>>Hi LaMont,

>>

>>It's not weak hits that cause the problem so much as the lousy signal-to-noise ratio caused by weak hits - like too much hat in the snare mic, too much general drum noise in the kick mic. Plus, the guy I was trying to fix loved

>>to play intricate little snare and tom fills that, even with a good drummer, >>would be tricky for Drumagog to track.

>

>

>You probably need to get yourself some Ddrum triggers & a good e-kit brain with highly adjustable sensitivity parameters for something like that, then. Even if the e-kit sounds aren't what you're going to end up using, what you can do is track the MIDI output from the brain, then insert your drum VSTi of choice.

>

>Neill don't have any experience with the PCI-e ones; what's up? Is your onboard FW dead, or are you just looking for more outputs?

- K

On 4/17/08 3:30 AM, in article ag9e049j8d37t090dn929o1hbih4m08u9f@4ax.com, "rick" <parnell68athotmail.com> wrote:

> what's good out there?Yeah, agreed on Drumagog's limited utility in "turd-polishing". In fact, I find techniques like that sometimes make bad drummers sound much worse; a nice strong confident kick tone on a part that wobbles and stumbles too much can be a cruel spotlight.

Drumagog just did a good 'un for me though; we did a live demo DVD for an artist's new project a while back and the kick didn't like the room all that much, so I got the engineer to use Drumagog to give a "point" to it. You can hear it in "Chasing Rainbows" and "Love".

http://www.youtube.com/watch?v=fo_OiA0xrSo

(I'm the guy on the right :D).

<http://www.michaelboothpalmer.com/>

- k

Wish it could have fixed more stuff :D

On 4/18/08 5:35 AM, in article 480895a6\$1@linux, "Gantt Kushner"
<ganttmann@comcast.net> wrote:

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&