

PODCAST & GAMING

AUDIO

SETUP

v1log

1
00:00:12,950 --> 00:00:09,669
hey

2
00:00:16,150 --> 00:00:12,960
welcome back for another vlog

3
00:00:18,630 --> 00:00:16,160
hey uh hi everybody uh today

4
00:00:19,750 --> 00:00:18,640
i'm going to talk about my podcasting

5
00:00:23,429 --> 00:00:19,760
and gaming

6
00:00:25,109 --> 00:00:23,439
audio setup uh it's pretty complicated

7
00:00:26,630 --> 00:00:25,119
but maybe you'll find some information

8
00:00:27,189 --> 00:00:26,640
that you can use and also do a little

9
00:00:29,589 --> 00:00:27,199
review

10
00:00:30,390 --> 00:00:29,599
on some preamps and exciters and and all

11
00:00:37,990 --> 00:00:30,400
that

12
00:00:41,670 --> 00:00:38,000
i am using the sm7b broadcast microphone

13
00:00:44,389 --> 00:00:41,680

that runs into a preamp

14

00:00:44,869 --> 00:00:44,399

that then goes into a mixer that then

15

00:00:48,709 --> 00:00:44,879

goes

16

00:00:51,910 --> 00:00:48,719

into an exciter and then that

17

00:00:54,069 --> 00:00:51,920

goes into another compressor

18

00:00:56,310 --> 00:00:54,079

then that runs out into a task game

19

00:00:57,510 --> 00:00:56,320

recorder and then that gets funneled out

20

00:01:00,709 --> 00:00:57,520

into

21

00:01:04,229 --> 00:01:00,719

a headphone pre-amp

22

00:01:06,870 --> 00:01:04,239

that splits off into four possible

23

00:01:08,149 --> 00:01:06,880

uh listening devices one of which i'm

24

00:01:11,510 --> 00:01:08,159

i'm wearing right now

25

00:01:12,789 --> 00:01:11,520

so this goes step by step and and what i

26

00:01:15,190 --> 00:01:12,799

will do

27

00:01:16,950 --> 00:01:15,200

is i'll do some comparison meaning that

28

00:01:18,789 --> 00:01:16,960

i'll turn some things off so you can see

29

00:01:20,870 --> 00:01:18,799

what it sounds like

30

00:01:22,230 --> 00:01:20,880

with and without the the processing

31

00:01:24,950 --> 00:01:22,240

involved

32

00:01:25,990 --> 00:01:24,960

so this sm7b some people just say it's

33

00:01:29,270 --> 00:01:26,000

hey it's a glorified

34

00:01:30,870 --> 00:01:29,280

uh sm57 which

35

00:01:32,550 --> 00:01:30,880

possibly could be true but it offers

36

00:01:35,590 --> 00:01:32,560

some options on the backs for

37

00:01:36,870 --> 00:01:35,600

base roll off that offers uh increased

38

00:01:40,230 --> 00:01:36,880

presence i like it

39

00:01:40,710 --> 00:01:40,240

it it works well has some shielding

40

00:01:42,630 --> 00:01:40,720

against

41

00:01:45,030 --> 00:01:42,640

radio uh frequencies so you don't get

42

00:01:47,510 --> 00:01:45,040

the too much like background

43

00:01:49,429 --> 00:01:47,520

uh radio stations since i broadcast here

44

00:01:50,789 --> 00:01:49,439

in command center alpha one on the

45

00:01:54,310 --> 00:01:50,799

second floor

46

00:01:56,550 --> 00:01:54,320

uh i am prone to random

47

00:01:58,230 --> 00:01:56,560

radio frequencies going through all this

48

00:02:00,389 --> 00:01:58,240

process and equipment so

49

00:02:02,389 --> 00:02:00,399

having some kind of shielding does help

50

00:02:06,789 --> 00:02:02,399

now initially i was running this

51

00:02:10,469 --> 00:02:06,799

sm7b through this this is

52

00:02:12,949 --> 00:02:10,479

a cloud lifter and uh

53

00:02:15,350 --> 00:02:12,959

now the reason why you you want to run

54

00:02:18,070 --> 00:02:15,360

this sm7b into

55

00:02:20,470 --> 00:02:18,080

a preamp a mic preamp or a cloud lifter

56

00:02:23,190 --> 00:02:20,480

is because it's very low power

57

00:02:25,430 --> 00:02:23,200

meaning that you really have to crank

58

00:02:28,150 --> 00:02:25,440

this thing up to

59

00:02:29,589 --> 00:02:28,160

for it to be heard and so the cloud

60

00:02:32,869 --> 00:02:29,599

lifter will add i think

61

00:02:36,309 --> 00:02:32,879

almost 40 db

62

00:02:38,150 --> 00:02:36,319

of uh of clean gain meaning that

63

00:02:39,990 --> 00:02:38,160

you don't have to crank up your board so

64

00:02:41,589 --> 00:02:40,000

much so if you just have this microphone

65

00:02:43,670 --> 00:02:41,599

running directly into the board

66

00:02:45,670 --> 00:02:43,680

you won't have to crank the gain up on

67

00:02:47,430 --> 00:02:45,680

the board itself and it will remove some

68

00:02:49,350 --> 00:02:47,440

background hiss

69

00:02:50,790 --> 00:02:49,360

and so this this is originally what i

70

00:02:53,990 --> 00:02:50,800

used to

71

00:02:55,030 --> 00:02:54,000

just really throw a lot of volume at the

72

00:02:56,229 --> 00:02:55,040

board a lot of

73

00:02:58,390 --> 00:02:56,239

gain at the board so i didn't have to

74

00:03:01,110 --> 00:02:58,400

crank it up so much but with this for

75

00:03:05,270 --> 00:03:01,120

whatever reason this cloud lifter

76

00:03:08,630 --> 00:03:05,280

it produced an extreme amount

77

00:03:12,229 --> 00:03:08,640

of radio frequency interference like

78

00:03:13,830 --> 00:03:12,239

i i was getting stations from uh

79

00:03:16,630 --> 00:03:13,840

like the the big station around here in

80

00:03:18,790 --> 00:03:16,640

columbus is 997 the blitz and you could

81

00:03:20,070 --> 00:03:18,800

hear it coming through even at low

82

00:03:22,229 --> 00:03:20,080

volumes

83

00:03:23,750 --> 00:03:22,239

it was just it was so prevalent i had i

84

00:03:25,190 --> 00:03:23,760

had to give it up i couldn't use i tried

85

00:03:27,190 --> 00:03:25,200

to wrap this thing and

86

00:03:29,030 --> 00:03:27,200

in some kind of faraday cage to block it

87

00:03:31,430 --> 00:03:29,040

out but it didn't work because this

88

00:03:32,149 --> 00:03:31,440

uh draws it gets all his power from

89

00:03:33,910 --> 00:03:32,159

phantom power

90

00:03:35,350 --> 00:03:33,920

that you would supply through your mixer

91

00:03:36,630 --> 00:03:35,360

i was like this this is not going

92

00:03:39,750 --> 00:03:36,640

to work this is

93

00:03:42,390 --> 00:03:39,760

it's just too much interference and for

94

00:03:44,869 --> 00:03:42,400

150 bucks

95

00:03:45,670 --> 00:03:44,879

it's solidly built and it's good if you

96

00:03:48,949 --> 00:03:45,680

have

97

00:03:51,190 --> 00:03:48,959

a studio that's ground level or is

98

00:03:53,429 --> 00:03:51,200

pretty shield pretty shielded against

99

00:03:56,390 --> 00:03:53,439

the interference but mine isn't

100

00:03:58,390 --> 00:03:56,400

so uh i had to find another solution and

101
00:04:02,350 --> 00:03:58,400
that solution

102
00:04:05,589 --> 00:04:02,360
is the dbx

103
00:04:08,309 --> 00:04:05,599
286s that is a

104
00:04:08,869 --> 00:04:08,319
a preamp for the microphone and so far

105
00:04:11,670 --> 00:04:08,879
this thing

106
00:04:13,670 --> 00:04:11,680
has um been badass here's here's a

107
00:04:15,670 --> 00:04:13,680
picture of it right here

108
00:04:16,710 --> 00:04:15,680
this thing runs about uh i'll give

109
00:04:19,349 --> 00:04:16,720
prices for everything so

110
00:04:20,710 --> 00:04:19,359
this microphone is about 300 350

111
00:04:21,990 --> 00:04:20,720
depending on where you get it from i

112
00:04:25,430 --> 00:04:22,000
think from uh

113
00:04:28,710 --> 00:04:25,440

amazon and i think there's a deal on it

114

00:04:30,629 --> 00:04:28,720

um for 300 and then

115

00:04:32,390 --> 00:04:30,639

the cloud lifter which i paid for was a

116

00:04:34,150 --> 00:04:32,400

150 which i'm selling by the way if

117

00:04:36,230 --> 00:04:34,160

anybody wants it

118

00:04:39,510 --> 00:04:36,240

and then which i'm not not no longer

119

00:04:42,710 --> 00:04:39,520

using this the preamp i'm using is the

120

00:04:46,310 --> 00:04:42,720

dbx 286 which

121

00:04:47,830 --> 00:04:46,320

is an amazing preamp for 200 bucks

122

00:04:49,430 --> 00:04:47,840

i love this thing it sounds

123

00:04:51,030 --> 00:04:49,440

great now

124

00:04:53,270 --> 00:04:51,040

what i mainly use it for has some

125

00:04:54,950 --> 00:04:53,280

compression built into it i use a little

126

00:04:59,670 --> 00:04:54,960

bit of compression with it

127

00:05:03,270 --> 00:04:59,680

and only mostly it increases the gain

128

00:05:04,550 --> 00:05:03,280

and it really sends a lot of signal to

129

00:05:06,870 --> 00:05:04,560

the board and

130

00:05:07,909 --> 00:05:06,880

it has a noise gate so this is what it

131

00:05:10,150 --> 00:05:07,919

sounds like

132

00:05:10,950 --> 00:05:10,160

with it on and by the way majority of

133

00:05:14,629 --> 00:05:10,960

this

134

00:05:18,230 --> 00:05:14,639

the audio you're hearing right now is

135

00:05:21,749 --> 00:05:18,240

being post-processed in adobe

136

00:05:24,150 --> 00:05:21,759

audition with the broadcast

137

00:05:26,150 --> 00:05:24,160

settings so it'll it's a multi-band

138

00:05:27,749 --> 00:05:26,160

compressor that'll boost the low end and

139

00:05:28,550 --> 00:05:27,759

kind of tame some of the the high ends

140

00:05:31,270 --> 00:05:28,560

and also add

141

00:05:32,070 --> 00:05:31,280

a level a leveler to it so everything

142

00:05:35,110 --> 00:05:32,080

you're hearing right now

143

00:05:39,029 --> 00:05:35,120

is uh pretty much post-processed

144

00:05:40,070 --> 00:05:39,039

so let's turn the uh the dbx 286 off and

145

00:05:42,469 --> 00:05:40,080

you'll be able to hear

146

00:05:43,749 --> 00:05:42,479

uh what it sounds like what the

147

00:05:45,830 --> 00:05:43,759

microphone sounds like what i

148

00:05:48,469 --> 00:05:45,840

sound like with the preamp off so here

149

00:05:51,029 --> 00:05:48,479

we go so this is

150

00:05:52,629 --> 00:05:51,039

the pro this is all bypass so this is

151
00:05:56,550 --> 00:05:52,639
nothing

152
00:06:00,150 --> 00:05:56,560
and you can well you can there's no

153
00:06:03,590 --> 00:06:00,160
there's no uh noise gate it's over

154
00:06:04,550 --> 00:06:03,600
modulated and you can hear the birds

155
00:06:05,909 --> 00:06:04,560
chirping

156
00:06:07,830 --> 00:06:05,919
in the background here take a look how

157
00:06:08,469 --> 00:06:07,840
nice of a day it is outside take a look

158
00:06:11,430 --> 00:06:08,479
at that

159
00:06:12,230 --> 00:06:11,440
oh my lord it's such a wonderful day

160
00:06:14,710 --> 00:06:12,240
that's where

161
00:06:15,350 --> 00:06:14,720
i feed all my squirrels down there and

162
00:06:18,309 --> 00:06:15,360
that's where

163
00:06:19,510 --> 00:06:18,319

my dog likes to talk to the cat who

164

00:06:23,110 --> 00:06:19,520

lives next door

165

00:06:24,710 --> 00:06:23,120

oh my lord but you can hear the birds

166

00:06:28,950 --> 00:06:24,720

chirping

167

00:06:31,430 --> 00:06:28,960

and that's why this preamp

168

00:06:32,790 --> 00:06:31,440

is so nice for a room like this and in

169

00:06:35,749 --> 00:06:32,800

this environment

170

00:06:35,990 --> 00:06:35,759

let's turn it back on that that cleaned

171

00:06:37,830 --> 00:06:36,000

up

172

00:06:39,430 --> 00:06:37,840

a lot of stuff now the bypass just

173

00:06:40,710 --> 00:06:39,440

turned off the compression turned off

174

00:06:45,510 --> 00:06:40,720

the noise gate

175

00:06:47,749 --> 00:06:45,520

and it turned off i believe the

176

00:06:48,710 --> 00:06:47,759

the high and low frequencies that you

177

00:06:50,870 --> 00:06:48,720

can adjust to

178

00:06:52,629 --> 00:06:50,880

to really dial in the the type of voice

179

00:06:55,830 --> 00:06:52,639

that you want

180

00:06:57,510 --> 00:06:55,840

so that's critical for 200 bucks that

181

00:06:59,110 --> 00:06:57,520

does an amazing job and i'm thinking

182

00:07:01,909 --> 00:06:59,120

about buying another one of them

183

00:07:03,749 --> 00:07:01,919

for uh i got a mic over there where

184

00:07:05,589 --> 00:07:03,759

other people sit uh when they come over

185

00:07:07,350 --> 00:07:05,599

and do a little podcast with me and have

186

00:07:11,189 --> 00:07:07,360

a good time in chit chat

187

00:07:13,830 --> 00:07:11,199

now i just use a kind of a shitty

188

00:07:15,670 --> 00:07:13,840

behringer like i think it's an eight

189

00:07:17,990 --> 00:07:15,680

input

190

00:07:19,110 --> 00:07:18,000

mixer which which does the job it's it's

191

00:07:22,469 --> 00:07:19,120

it's been

192

00:07:23,990 --> 00:07:22,479

lot of shows i can't even

193

00:07:25,510 --> 00:07:24,000

count how many hours of audio i've

194

00:07:27,510 --> 00:07:25,520

recorded on it and

195

00:07:28,550 --> 00:07:27,520

and how much dust and smoke it's been

196

00:07:31,189 --> 00:07:28,560

through but it

197

00:07:31,749 --> 00:07:31,199

it has been a very good piece of

198

00:07:33,029 --> 00:07:31,759

equipment

199

00:07:34,950 --> 00:07:33,039

i don't have anything bad to say about

200

00:07:38,309 --> 00:07:34,960

it it's got built-in effects

201
00:07:41,830 --> 00:07:38,319
and it's got two audio

202
00:07:44,070 --> 00:07:41,840
outs meaning that the audio

203
00:07:45,350 --> 00:07:44,080
out so the auxiliary audio goes into

204
00:07:47,029 --> 00:07:45,360
skype so people

205
00:07:49,510 --> 00:07:47,039
on skype can hear me talk through this

206
00:07:52,390 --> 00:07:49,520
microphone not some open air stuff

207
00:07:53,749 --> 00:07:52,400
and then the second auxiliary out goes

208
00:07:56,950 --> 00:07:53,759
to

209
00:07:58,950 --> 00:07:56,960
my xbox for game recording

210
00:08:00,950 --> 00:07:58,960
and there i can process and people can

211
00:08:03,510 --> 00:08:00,960
uh can hear me

212
00:08:04,629 --> 00:08:03,520
uh in in game using this microphone and

213
00:08:05,830 --> 00:08:04,639

going through the compressor and all

214

00:08:07,029 --> 00:08:05,840

that kind of stuff and i can

215

00:08:11,990 --> 00:08:07,039

if i don't want to talk to somebody in

216

00:08:14,710 --> 00:08:12,000

game i can just mute

217

00:08:16,070 --> 00:08:14,720

so i i basically said hey you're you're

218

00:08:16,710 --> 00:08:16,080

you can't hear me you're a

219

00:08:18,070 --> 00:08:16,720

but they couldn't

220

00:08:20,950 --> 00:08:18,080

hear that because i pressed my mute

221

00:08:24,150 --> 00:08:20,960

button so i'm running all my audio

222

00:08:27,350 --> 00:08:24,160

going into game through my mixer um

223

00:08:28,869 --> 00:08:27,360

and to skype so i have a lot of control

224

00:08:30,150 --> 00:08:28,879

if there's outside interference people

225

00:08:30,869 --> 00:08:30,160

come in and talk to me mostly my

226

00:08:33,350 --> 00:08:30,879

girlfriend or

227

00:08:34,389 --> 00:08:33,360

bogey my dog comes in here i can i can

228

00:08:37,670 --> 00:08:34,399

switch it off and

229

00:08:39,829 --> 00:08:37,680

have a lot more control so preamp in the

230

00:08:43,750 --> 00:08:39,839

mixer

231

00:08:48,470 --> 00:08:43,760

into exciter now the exciter

232

00:08:50,230 --> 00:08:48,480

in audio exciter it will add harmonics

233

00:08:53,990 --> 00:08:50,240

i see a little spin and a little spit

234

00:08:57,670 --> 00:08:54,000

there's pretty gross but

235

00:08:59,030 --> 00:08:57,680

uh the audio exciter will add harmonics

236

00:09:00,230 --> 00:08:59,040

i believe sub-harmonics underneath the

237

00:09:02,550 --> 00:09:00,240

highs and

238

00:09:03,829 --> 00:09:02,560

it will compress the bass to really kind

239

00:09:05,910 --> 00:09:03,839

of give

240

00:09:07,670 --> 00:09:05,920

for my understanding the way i hear it

241

00:09:11,829 --> 00:09:07,680

is

242

00:09:14,870 --> 00:09:11,839

like a real good

243

00:09:17,590 --> 00:09:14,880

like radio host dj voice it adds

244

00:09:19,430 --> 00:09:17,600

a lot of uh like texture to it but you

245

00:09:20,870 --> 00:09:19,440

can really you really get out of control

246

00:09:22,150 --> 00:09:20,880

quickly if you had too many harmonics

247

00:09:24,870 --> 00:09:22,160

and compress it too much

248

00:09:26,150 --> 00:09:24,880

but right now it is running on the

249

00:09:27,509 --> 00:09:26,160

compressor is on

250

00:09:29,829 --> 00:09:27,519

going i'm sorry not the compressor but

251

00:09:33,670 --> 00:09:29,839

the exciter is on and i'm using

252

00:09:35,030 --> 00:09:33,680

an afex uh exciter i don't know the

253

00:09:35,750 --> 00:09:35,040

exact model number it might be on the

254

00:09:38,550 --> 00:09:35,760

back of it but

255

00:09:39,430 --> 00:09:38,560

here it is here's a picture over here

256

00:09:41,509 --> 00:09:39,440

and um

257

00:09:43,590 --> 00:09:41,519

it's a nice piece of equipment runs

258

00:09:46,790 --> 00:09:43,600

about uh 200

259

00:09:50,389 --> 00:09:46,800

it runs about 250 and it does the job

260

00:09:53,829 --> 00:09:50,399

and previous to the exciter i bought

261

00:09:55,910 --> 00:09:53,839

one of these the the bbe

262

00:09:58,389 --> 00:09:55,920

sonic maximizer which is a different

263

00:10:01,990 --> 00:09:58,399

form of exciter

264

00:10:04,310 --> 00:10:02,000

the afex doesn't add

265

00:10:05,110 --> 00:10:04,320

as far as i understand correct me if i'm

266

00:10:08,389 --> 00:10:05,120

wrong any

267

00:10:11,590 --> 00:10:08,399

new audio people out there the the

268

00:10:13,509 --> 00:10:11,600

the apex doesn't add

269

00:10:15,269 --> 00:10:13,519

frequencies to the signal it only

270

00:10:17,190 --> 00:10:15,279

enhances it so it's not going to be any

271

00:10:20,710 --> 00:10:17,200

louder or require

272

00:10:24,150 --> 00:10:20,720

leaving that uh that piece of equipment

273

00:10:25,829 --> 00:10:24,160

so with a bypass on it your your your

274

00:10:27,750 --> 00:10:25,839

volume is not going to go up or down

275

00:10:29,430 --> 00:10:27,760

it's it just enhances what it already

276

00:10:31,509 --> 00:10:29,440

has and then sends it on

277

00:10:32,870 --> 00:10:31,519

now the enhancement what was so this is

278

00:10:35,750 --> 00:10:32,880

what it sounds like with it on so i'm

279

00:10:38,630 --> 00:10:35,760

gonna turn it off right now

280

00:10:39,269 --> 00:10:38,640

so that's what the that's with it off

281

00:10:41,750 --> 00:10:39,279

then

282

00:10:42,949 --> 00:10:41,760

you you didn't probably hear like a

283

00:10:44,230 --> 00:10:42,959

little bit of a hiss

284

00:10:45,990 --> 00:10:44,240

there's like a background hiss to it

285

00:10:50,069 --> 00:10:46,000

which i don't mind it kind of goes away

286

00:10:53,269 --> 00:10:50,079

after a while but that's the processing

287

00:10:54,550 --> 00:10:53,279

and it does add a little color that adds

288

00:10:57,750 --> 00:10:54,560

a little flavor to

289

00:11:00,470 --> 00:10:57,760

a little a little tasty morsel of sound

290

00:11:02,310 --> 00:11:00,480

and i enjoy it and this is it's kind of

291

00:11:03,829 --> 00:11:02,320

what like the missing piece of equipment

292

00:11:06,150 --> 00:11:03,839

i needed to really take

293

00:11:07,670 --> 00:11:06,160

the audio i wanted to produce and i'm

294

00:11:08,790 --> 00:11:07,680

obviously a stickler for my

295

00:11:11,190 --> 00:11:08,800

audio if i've

296

00:11:12,150 --> 00:11:11,200

dropped this much money into it but this

297

00:11:16,389 --> 00:11:12,160

is what it sounds like with

298

00:11:19,670 --> 00:11:18,470

there it is it's back on so maybe i'll

299

00:11:23,030 --> 00:11:19,680

go do like a little

300

00:11:26,790 --> 00:11:23,040

uh it's this is on

301
00:11:30,069 --> 00:11:26,800
and that's that's off off and this is

302
00:11:32,150 --> 00:11:30,079
on so i don't know it's very very be

303
00:11:35,030 --> 00:11:32,160
very picky with it

304
00:11:35,910 --> 00:11:35,040
um oh let me back up a little bit i

305
00:11:39,829 --> 00:11:35,920
didn't talk about this

306
00:11:44,710 --> 00:11:39,839
this bb e um

307
00:11:47,750 --> 00:11:44,720
exciter so why did i choose the apex

308
00:11:50,389 --> 00:11:47,760
exciter over the the bbe

309
00:11:53,829 --> 00:11:50,399
well this is post processing as far as i

310
00:11:57,750 --> 00:11:56,230
i guess texture after the fact and it

311
00:12:00,629 --> 00:11:57,760
does affect the volume

312
00:12:01,430 --> 00:12:00,639
in a little ways from what i could tell

313
00:12:04,790 --> 00:12:01,440

and

314

00:12:06,710 --> 00:12:04,800

on the the the processing side it

315

00:12:10,150 --> 00:12:06,720

processes the high end

316

00:12:13,350 --> 00:12:10,160

in a weird way and meaning that

317

00:12:15,110 --> 00:12:13,360

it'll add a like uh like textures and

318

00:12:17,829 --> 00:12:15,120

stuff harmonics to the high end

319

00:12:19,990 --> 00:12:17,839

but then if you listen really closely

320

00:12:22,470 --> 00:12:20,000

you'll hear it kind of roll off

321

00:12:23,750 --> 00:12:22,480

like it's it's like a one to two second

322

00:12:24,550 --> 00:12:23,760

kind of roll roll-off and if you're

323

00:12:27,910 --> 00:12:24,560

doing

324

00:12:29,509 --> 00:12:27,920

a podcast where there are breaks and

325

00:12:30,470 --> 00:12:29,519

talking there's a silence you can hear

326

00:12:33,590 --> 00:12:30,480

it roll off

327

00:12:35,670 --> 00:12:33,600

and it's got very annoying to me and so

328

00:12:37,829 --> 00:12:35,680

i was like it i'm buying

329

00:12:39,110 --> 00:12:37,839

uh a real piece of equipment i'm not

330

00:12:41,030 --> 00:12:39,120

saying this is not real

331

00:12:43,350 --> 00:12:41,040

it's great probably this exciter is

332

00:12:45,350 --> 00:12:43,360

great for like desktop djs

333

00:12:47,269 --> 00:12:45,360

you want to add a lot of low end some

334

00:12:49,269 --> 00:12:47,279

highs and

335

00:12:51,190 --> 00:12:49,279

it's only like 85 bucks and by the way

336

00:12:53,030 --> 00:12:51,200

i'm selling mine if you want it

337

00:12:55,269 --> 00:12:53,040

it's good if you have constant audio

338

00:12:56,470 --> 00:12:55,279

going but i don't always have it so i

339

00:12:59,910 --> 00:12:56,480

needed something

340

00:13:02,550 --> 00:12:59,920

that wasn't processed after the fact

341

00:13:04,310 --> 00:13:02,560

and you didn't hear the process roll off

342

00:13:07,190 --> 00:13:04,320

that's why i went with the apex

343

00:13:07,829 --> 00:13:07,200

over this now the difference in price

344

00:13:11,110 --> 00:13:07,839

hey

345

00:13:13,110 --> 00:13:11,120

um it's more than twice than what this

346

00:13:14,710 --> 00:13:13,120

is cost there's a rack version of this

347

00:13:16,470 --> 00:13:14,720

which pretty much does the same thing as

348

00:13:18,710 --> 00:13:16,480

far as i can tell maybe there's

349

00:13:20,230 --> 00:13:18,720

um better processing you don't hear the

350

00:13:22,069 --> 00:13:20,240

roll-off but

351

00:13:23,829 --> 00:13:22,079

i don't know i wasn't going to spend a

352

00:13:25,190 --> 00:13:23,839

bunch of money to find out i'm perfectly

353

00:13:28,230 --> 00:13:25,200

happy with the apex

354

00:13:30,150 --> 00:13:28,240

it's the best one that i've found so far

355

00:13:31,829 --> 00:13:30,160

and i've done a lot of research on these

356

00:13:35,030 --> 00:13:31,839

exciters so

357

00:13:38,389 --> 00:13:35,040

apex versus the bbe

358

00:13:42,310 --> 00:13:38,399

apex wins and so

359

00:13:44,550 --> 00:13:42,320

that audio apex audio exciter gets

360

00:13:47,509 --> 00:13:44,560

dumped out into a compressor

361

00:13:48,230 --> 00:13:47,519

a behringer compressor which is okay um

362

00:13:49,590 --> 00:13:48,240

there's better

363

00:13:51,509 --> 00:13:49,600

compressors out there i'm thinking about

364

00:13:53,189 --> 00:13:51,519

buying a new compressor

365

00:13:55,269 --> 00:13:53,199

it's here it is here's a picture of the

366

00:13:57,030 --> 00:13:55,279

the behringer compressor i use it's not

367

00:14:00,550 --> 00:13:57,040

bad

368

00:14:03,590 --> 00:14:00,560

i i mostly use it as

369

00:14:06,870 --> 00:14:03,600

like a brick wall limiter meaning that

370

00:14:09,990 --> 00:14:06,880

any audio you dump into it it will

371

00:14:12,310 --> 00:14:10,000

push it up to top it it will just

372

00:14:13,990 --> 00:14:12,320

make everything a little louder and even

373

00:14:14,550 --> 00:14:14,000

and that's what i use my compressor for

374

00:14:17,750 --> 00:14:14,560

i don't

375

00:14:18,470 --> 00:14:17,760

use that rack uh compressor to add any

376

00:14:21,430 --> 00:14:18,480

sort of

377

00:14:22,389 --> 00:14:21,440

low end enhancements or or too much too

378

00:14:25,350 --> 00:14:22,399

much

379

00:14:27,430 --> 00:14:25,360

other kind of like eq and you can you

380

00:14:28,310 --> 00:14:27,440

can do some eq with a with a compressor

381

00:14:34,629 --> 00:14:28,320

and

382

00:14:37,430 --> 00:14:34,639

it's just

383

00:14:38,470 --> 00:14:37,440

audio my whole goal with all this kind

384

00:14:40,949 --> 00:14:38,480

of like

385

00:14:43,350 --> 00:14:40,959

audio equipment is to create like a

386

00:14:44,949 --> 00:14:43,360

professional broadcast

387

00:14:47,509 --> 00:14:44,959

sound i mean i'm a big fan of howard

388

00:14:48,949 --> 00:14:47,519

stern and he uses a lot of compression

389

00:14:49,910 --> 00:14:48,959

on his voice i use a lot of compression

390

00:14:51,750 --> 00:14:49,920

on my voice

391

00:14:54,150 --> 00:14:51,760

i like it i like i grew up listening to

392

00:14:57,509 --> 00:14:54,160

howard stern so i wanted to replicate

393

00:14:58,389 --> 00:14:57,519

his sound and um i've come as close as i

394

00:15:01,990 --> 00:14:58,399

could

395

00:15:05,110 --> 00:15:02,000

get i believe with uh without spending

396

00:15:07,750 --> 00:15:05,120

oh let's say five thousand dollars on uh

397

00:15:08,389 --> 00:15:07,760

on a really nice broadcast compressor

398

00:15:10,870 --> 00:15:08,399

you can spend

399

00:15:11,509 --> 00:15:10,880

easily uh ten thousand dollars on the

400

00:15:13,030 --> 00:15:11,519

setup and

401
00:15:15,269 --> 00:15:13,040
i think mine's close to right now i

402
00:15:19,110 --> 00:15:15,279
don't know i don't know it's a lot

403
00:15:22,710 --> 00:15:19,120
all this stuff so far from the

404
00:15:25,670 --> 00:15:22,720
sm-7b to the preamp to the mixer

405
00:15:26,790 --> 00:15:25,680
to the exciter back into a behringer

406
00:15:29,829 --> 00:15:26,800
compressor

407
00:15:31,670 --> 00:15:29,839
uh then that goes into my tascam let me

408
00:15:35,189 --> 00:15:31,680
get the exact number here

409
00:15:38,470 --> 00:15:35,199
it's a tascam mp3

410
00:15:39,990 --> 00:15:38,480
player let me see if i can so all the

411
00:15:43,590 --> 00:15:40,000
audio processing gets dumped

412
00:15:47,030 --> 00:15:43,600
out into this tascam mp3

413
00:15:50,150 --> 00:15:47,040

recorder there it is so i got the

414

00:15:53,430 --> 00:15:50,160

the the sm 7b

415

00:15:53,440 --> 00:15:59,189

the preamp the dbx preamp going into

416

00:16:02,550 --> 00:16:01,829

the behringer mixer the behringer mixer

417

00:16:06,389 --> 00:16:02,560

going over

418

00:16:08,550 --> 00:16:06,399

to the apex exciter

419

00:16:10,550 --> 00:16:08,560

the apex cider going into the behringer

420

00:16:11,749 --> 00:16:10,560

compressor the behringer compressor

421

00:16:14,790 --> 00:16:11,759

going into

422

00:16:19,030 --> 00:16:14,800

the tascam mp3 recorder

423

00:16:22,629 --> 00:16:19,040

the mp3 recorder going into the

424

00:16:23,670 --> 00:16:22,639

behringer headphone amplifier that's it

425

00:16:26,949 --> 00:16:23,680

and then

426

00:16:29,030 --> 00:16:26,959

that's that's where you plug in all your

427

00:16:30,550 --> 00:16:29,040

headphones you can line it out into a

428

00:16:33,110 --> 00:16:30,560

computer for

429

00:16:34,230 --> 00:16:33,120

broadcast or what have you it's kind of

430

00:16:37,590 --> 00:16:34,240

messy over i got some

431

00:16:39,189 --> 00:16:37,600

xbox controllers and whatnot

432

00:16:41,189 --> 00:16:39,199

as i said back up yeah i think i set

433

00:16:46,389 --> 00:16:41,199

back up so

434

00:16:53,110 --> 00:16:49,590

i run when i record my video game

435

00:16:57,590 --> 00:16:53,120

audio i record it all through

436

00:16:59,509 --> 00:16:57,600

this setup meaning that i will run out

437

00:17:01,590 --> 00:16:59,519

the video game audio through my

438

00:17:02,470 --> 00:17:01,600

television i have this is my monitor

439

00:17:04,870 --> 00:17:02,480

right here

440

00:17:08,949 --> 00:17:04,880

and then above this i have let me see

441

00:17:13,669 --> 00:17:12,069

so i got the my my workstation oh check

442

00:17:14,870 --> 00:17:13,679

it out man we're getting freaky dude

443

00:17:20,710 --> 00:17:14,880

check it out

444

00:17:23,110 --> 00:17:20,720

computer reminder here and then up there

445

00:17:24,710 --> 00:17:23,120

is my television where i play all my uh

446

00:17:27,110 --> 00:17:24,720

my fun video games and

447

00:17:28,390 --> 00:17:27,120

my xbox one lives right over here a

448

00:17:31,190 --> 00:17:28,400

little dusty

449

00:17:31,990 --> 00:17:31,200

uh right above all my audio equipment

450

00:17:34,710 --> 00:17:32,000

and so i'll run

451
00:17:36,310 --> 00:17:34,720
out all the the game audio out of the

452
00:17:39,750 --> 00:17:36,320
television into the mixer

453
00:17:42,950 --> 00:17:39,760
and so i'll have the game audio

454
00:17:44,870 --> 00:17:42,960
on his own channel through the mixer i

455
00:17:46,310 --> 00:17:44,880
have my own channel on the mixer talking

456
00:17:49,270 --> 00:17:46,320
to people in game

457
00:17:50,310 --> 00:17:49,280
and then i use the auxiliary outs on my

458
00:17:54,789 --> 00:17:50,320
mixer to run

459
00:17:56,710 --> 00:17:54,799
into it runs into the controller on the

460
00:17:59,350 --> 00:17:56,720
xbox so everyone else has

461
00:18:02,310 --> 00:17:59,360
their own everyone else in game has

462
00:18:05,669 --> 00:18:02,320
their own channel so i can mix that so

463
00:18:09,510 --> 00:18:05,679

one channel for myself one channel for

464

00:18:12,789 --> 00:18:09,520

people talking in game and then

465

00:18:13,830 --> 00:18:12,799

one channel for the game audio and then

466

00:18:16,230 --> 00:18:13,840

i also have another

467

00:18:18,230 --> 00:18:16,240

channel for the computer so if people

468

00:18:18,870 --> 00:18:18,240

call in through skype they can talk to

469

00:18:21,990 --> 00:18:18,880

me

470

00:18:23,350 --> 00:18:22,000

it all gets recorded so

471

00:18:25,750 --> 00:18:23,360

everything's kind of separate so i have

472

00:18:27,830 --> 00:18:25,760

a lot of control over the audio

473

00:18:29,510 --> 00:18:27,840

not on the content of the video i i

474

00:18:29,990 --> 00:18:29,520

think it's pretty good we're not a big

475

00:18:33,110 --> 00:18:30,000

channel

476

00:18:34,310 --> 00:18:33,120

but i take pride on on getting the the

477

00:18:36,549 --> 00:18:34,320

best audio i can

478

00:18:37,750 --> 00:18:36,559

out there to the people i want to be

479

00:18:39,510 --> 00:18:37,760

heard so

480

00:18:42,230 --> 00:18:39,520

thank you i hope this hopefully this is

481

00:18:43,029 --> 00:18:42,240

educational in some way uh please

482

00:18:46,549 --> 00:18:43,039

subscribe

483

00:18:48,390 --> 00:18:46,559

and like and i will talk to you guys

484

00:18:49,750 --> 00:18:48,400

soon bye i'm trying to fix the camera so

485

00:18:50,390 --> 00:18:49,760

i look you guys in the eye but it's kind

486

00:18:53,830 --> 00:18:50,400

of hard because

487

00:18:54,230 --> 00:18:53,840

it's up there so all right goodbye and i