

DAVID WILCOCK'S



COMPLETE COURSE
JUST 333\$

MASTER CLASS ON
PROFESSIONAL DIGITAL AUDIO

1
00:00:00,040 --> 00:00:14,629

[Music]

2
00:00:20,710 --> 00:00:17,269

but if you want you to change mics

3
00:00:22,150 --> 00:00:20,720

yeah so folks we've also had

4
00:00:23,990 --> 00:00:22,160

it's not but

5
00:00:26,550 --> 00:00:24,000

we've had an enormous enormous amount of

6
00:00:28,230 --> 00:00:26,560

work going on

7
00:00:31,830 --> 00:00:28,240

our audio gear and trying to get it to

8
00:00:33,350 --> 00:00:31,840

work as well as possible so now i have

9
00:00:34,950 --> 00:00:33,360

two microphones

10
00:00:36,229 --> 00:00:34,960

there you go so you can pick any one you

11
00:00:37,190 --> 00:00:36,239

want whichever one you think sounds

12
00:00:39,110 --> 00:00:37,200

there

13
00:00:40,310 --> 00:00:39,120

but they're both on you now

14

00:00:43,190 --> 00:00:40,320

all right that's what happens when

15

00:00:45,029 --> 00:00:43,200

you're live you just gotta vote but uh

16

00:00:47,750 --> 00:00:45,039

no i actually learned a whole lot about

17

00:00:49,510 --> 00:00:47,760

audio recording recently when um you

18

00:00:51,110 --> 00:00:49,520

have to actually throw enough voltage

19

00:00:53,110 --> 00:00:51,120

into the microphone in order for it to

20

00:00:54,549 --> 00:00:53,120

not pick up a bunch of noise

21

00:00:56,830 --> 00:00:54,559

so then what you have to do is throw the

22

00:00:59,430 --> 00:00:56,840

voltage in and take it back out i'm just

23

00:01:01,510 --> 00:00:59,440

functioning an audio device called pad

24

00:01:03,189 --> 00:01:01,520

which stands for something attenuation

25

00:01:05,509 --> 00:01:03,199

device or whatever and that's what we

26
00:01:06,390 --> 00:01:05,519
have to do turn the pad on crank up the

27
00:01:08,710 --> 00:01:06,400
game

28
00:01:10,789 --> 00:01:08,720
we got rid of the noise there's some new

29
00:01:16,550 --> 00:01:10,799
great plug-ins from apollo it's the

30
00:01:22,390 --> 00:01:19,990
and it is a real-time noise reducer so

31
00:01:24,310 --> 00:01:22,400
live i can take out all the noise and so

32
00:01:26,149 --> 00:01:24,320
i think we're getting a much more

33
00:01:28,310 --> 00:01:26,159
high quality audio signal now because

34
00:01:30,550 --> 00:01:28,320
i've spent a lot of time tweaking the

35
00:01:32,390 --> 00:01:30,560
compressor

36
00:01:36,870 --> 00:01:32,400
yeah

37
00:01:40,789 --> 00:01:36,880
we've got we're using the teletronics

38
00:01:42,230 --> 00:01:40,799

la2a silver the limiter

39

00:01:45,190 --> 00:01:42,240

In

40

00:01:46,950 --> 00:01:45,200

and then we're using the c-suite c-box

41

00:01:49,030 --> 00:01:46,960

plug-in as i said and then we're also

42

00:01:51,030 --> 00:01:49,040

running it through the blackmagic design

43

00:01:52,950 --> 00:01:51,040

v10 studio price switcher which then

44

00:01:55,510 --> 00:01:52,960

adds its own fairlight compressors and

45

00:01:56,950 --> 00:01:55,520

nozzle boosters on it all live

46

00:01:58,870 --> 00:01:56,960

so i'm actually really happy with what

47

00:02:01,030 --> 00:01:58,880

we've gotten so she says everyone's

48

00:02:01,910 --> 00:02:01,040

happier now so

49

00:02:03,429 --> 00:02:01,920

um

50

00:02:05,190 --> 00:02:03,439

there is something very strange about

51
00:02:07,670 --> 00:02:05,200
these two microphones i have we bought

52
00:02:08,949 --> 00:02:07,680
the same model but one of them does

53
00:02:10,710 --> 00:02:08,959
appear to sound a lot better than the

54
00:02:12,710 --> 00:02:10,720
other i thought i had fixed that but

55
00:02:14,550 --> 00:02:12,720
you're saying it's still that way anyway

56
00:02:16,790 --> 00:02:14,560
blah blah blah i know some of you really

57
00:02:18,150 --> 00:02:16,800
hate what you go off with so

58
00:02:19,589 --> 00:02:18,160
if you want to be angry if that's going

59
00:02:21,190 --> 00:02:19,599
to make you feel better about yourself

60
00:02:22,710 --> 00:02:21,200
as a human being go ahead and slag me