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Subject: WinXP SP2

Posted by [Wayne Carson](#) on Tue, 15 Aug 2006 22:28:55 GMT

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he vocal gets louder, the quality of the reverb

- > changes because it's sending to a different unit. When the vocal is soft,
- > maybe the reverb has a long decay time so it's nice and moody and has all
- > this big ambience. That long, three-second reverb doesn't work when the person's
- > screaming into it; it will be two choruses before the thing finally decays.

>

- > Taking the vocal apart and splitting it out to different tracks allows you
- > to give the loud parts of the vocal a completely different reverb send and
- > completely different compressor or EQ settings than the soft parts. You
- > can clone tracks so you've got two vocals or two snare drums one for the
- > cross stick, another when he's playing the snare and make them different.
- > Doing those things will really make the mix easier.

>

- > You want something to go to the back of the mix, put reverb on it. This is
- > the most fundamental psychoacoustic trick we have.

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