

---

Subject: Guitar - compensated nut

Posted by [DC](#) on Tue, 15 Aug 2006 23:47:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

br />

>

> Usually by the second verse, if you've got a drum machine at pretty constant

> volume or parts that aren't dynamic, you're not noticing them anymore, says

> Pensado. But if you just kind of yank a drum up here, or something up there,

> your ear finds it and you'll remember it for another 32 bars or so.

Something

> I've learned from the visual analogy is that it's okay to make things loud

> for one or two bars, then tuck them back where they should be. It's okay

> to take the kick drum and at the beginning of every eight bars turn it up

> 8 dB. Make it stupid loud. The engineers might say, 'Ooh, did you hear that?',

> but 99.9 percent of the people who buy the record are going to go, 'That's

> cool!'

>

> Okay, lots of different speakers. But what exactly are you listening for?

> A lot of the music I do requires the kick drum to be as important as the

> guitars are in a Led Zeppelin song, says Pensado. If you're listening on

> the big speakers, you ca

---