
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.
