# **Table of Contents**

#### **Foreword**

#### 005 How to Use This Book

# 007 The Objectives

**Project Content** 

### 009 Project Breakdown

**GUI** Customisation

Grouping

Colouring

**Creating Instrument Folders** 

Summing

**Duplicate Files** 

Tidying Up

**Project Settings** 

**Channel Visibility** 

**Groups and Effects** 

**Auxiliary Effects and Dynamics** 

Gain/Pre Trim

# 019 Unity and Gain Staging

Level and Pan

Intersample Peaks ISP

**Band-pass Cleaning** 

**Prelim Panning** 

**Stealing Transients** 

#### 024 The Master Bus

Mixing Clean

Mixing to the Bus

Linear Phase versus Minimum Phase

**Compressor Modes** 

**Negative Limiting** 

Hip Hop Master Bus

Glue Compression

### 035 Cleaning Channels

**Summing Sines** 

**Equaliser Choices** 

Filter and Slope Matching

**Band-pass Cleaning** 

Lead in/Out

Dual Mono to Stereo

**Cleaning Parts** 

**Fades** 

#### 046 Level and Pan

Summing

Masking and Summing

Mixing to Pink Noise

**Using Test Tone Generators** 

Mixing Drums

# 054 Auxiliary Effects and Dynamics

Big Reverb

Vocal Reverb

Drum Reverb

**Ducking Reverb** 

**Delay Basics** 

Using Delay in place of Reverb

Vocal Delay

Automation

**Parallel Channels** 

Exciter

Clipper

**Groups and Dynamics** 

### 072 Tidying and Optimising

Mono to Stereo

Render in Place

Order and Routing

#### 079 Low End – Drums and Basses

**Catching Overs** 

**Eq and Compression** 

Clipping for Colour

Sound Design Examples

**Dynamic Equalisation** 

Saturation

**Filters** 

Ripping Midi Data

### Mixing Hip Hop

**FET Compression** 

Managing the Bass Group

Sample Nudge Tool and Techniques

Stereo Widening

**Using Drum Exciters** 

Using Console Equalisation

### 119 Synths

Cleaning

**Dynamic Motion** 

Eq and Glue

#### 134 Perc Efx

Cleaning

Saturation

**Eq and Distortion** 

**Resonant Filtering** 

Clipping into Limiting

#### 154 Vocals

Cleaning

**Using Distortion** 

**Treating Rap Vocals** 

**Treating Backing Vocals** 

**Treating Adlibs** 

**Pitch Correction** 

Time-stretching

**Tuning Corrections** 

Quantising and Repositioning

**Fading Intros and Outros** 

De essing

Excitation

**Sound Design Examples** 

Vari MU Compression

Using a Harmonizer

**Gel Compression** 

**Vocal Group** 

**Using Gates** 

#### 181 Plucked and Vox Efx

Cleaning

Console Eq

**Filtering** 

Delay

Limiting

# Mixing Hip Hop

Distortion

# 192 Final Edits

Running Parallels
Automation
Pitching the Mix
Group Edit
Mixbus Sound Design Chain

### 205 Credits

# **Final Word**