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Home Studio Guide

Guitar Skills

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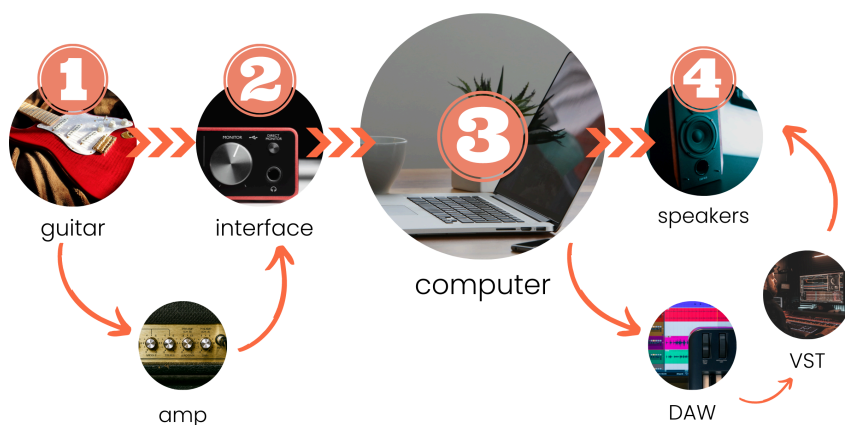
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Software

UNIT 3 • **LESSON 4** << PREVIOUS NEXT >>

VSTs

We can now talk about VST: Virtual Studio Technology. From our point of view, we're going to be looking specifically at guitar simulators. Let's update our diagram:



Now then... You may have a great digital amp (like a Kemper, Axe FX, BOSS Katana etc) and therefore feel as though you don't need to add anything more to your guitar tone. It's perfect before it even goes into the DAW! However, you may not have the amp before the interface and therefore need a VST to shape the sound.

So Where Do We Start?

Course navigation

UNIT 1

The Hardware

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UNIT 3

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We should have a pretty firm grasp on the hardware we need for our home setups by this point. The next phase of the course is to drill down on the software.

Lessons:

- The DAW
- The DAW Part 2
- Drums!
- VSTs
- Fun Time!

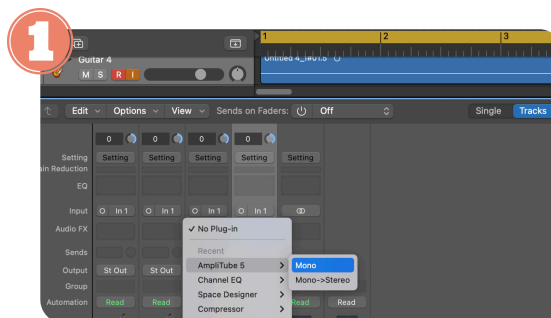
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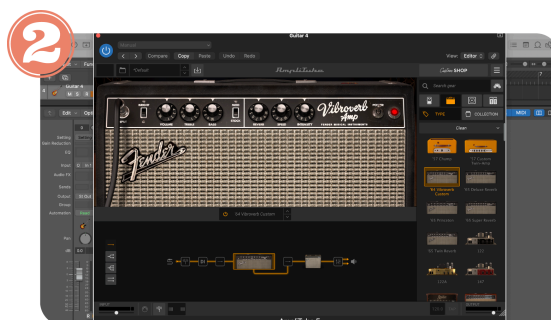


There are thousands of VST instruments out there. We'll use Amplitude as our example, but there will very likely be something built into your DAW, There are really two fairly simple steps to follow.



Find VST

Navigate to your "Mixer" (it will likely be called this in any VST). From there, find the "Audio FX" part of the channel and click the empty box. Select your VST (in this case, Amplitude 5).



Have fun!

Your VST might look something like this. You can select amps, pedals, mic placement add fx pre and post. The possibilities are truly endless. At the end of the day, it's just super fun!

As we said in the video, this is more about showing you how easy it can be, rather than a very specific walkthrough. It's something to have fun with and explore. There are plenty of detailed walkthroughs out there specific to your VST or DAW, so hopefully, this overview gives you enough to get started!



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