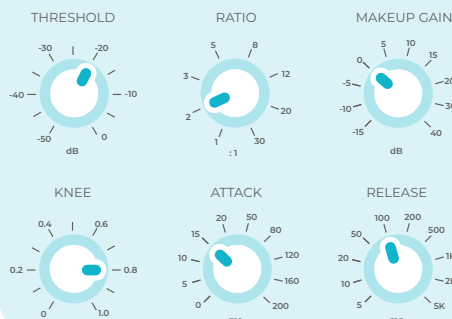
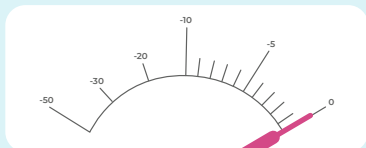


## METHOD 1:

TO CONTROL THE DYNAMIC RANGE OF AN INSTRUMENT.

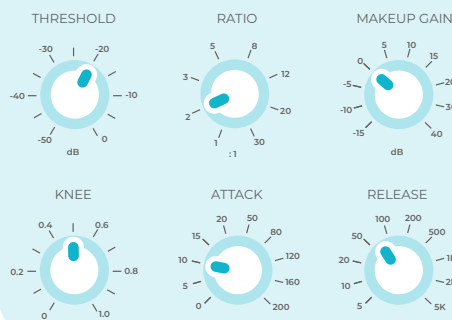
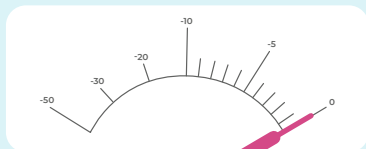
- ✓ Settings:
  - faster attack
  - faster release
  - harder knee
  - higher ratio
- ✓ This is to make the recording more consistent, helping it to sit in the mix



## METHOD 2:

TO SHAPE THE SOUND OF AN INSTRUMENT.

- ✓ Settings:
  - slower attack
  - slower release
  - softer knee
  - lower ratio
- ✓ This “colors” the sound of an instrument, giving it more character and excitement.
- ✓ Use an analog compressor if possible.



## METHOD 3:

TO “GLUE” INSTRUMENTS TOGETHER.

- ✓ Settings:
  - medium attack
  - medium release
  - medium knee
  - lower ratio
- ✓ Used on instrument buses or the mix bus.
- ✓ Helps to make several instruments feel like they’re all performing together.