

WHAT IS REVERB?

Reverb is the sound of the room. When reverb is added to an instrument, that instrument sounds like it's in a new space.

WHY SHOULD I USE REVERB?

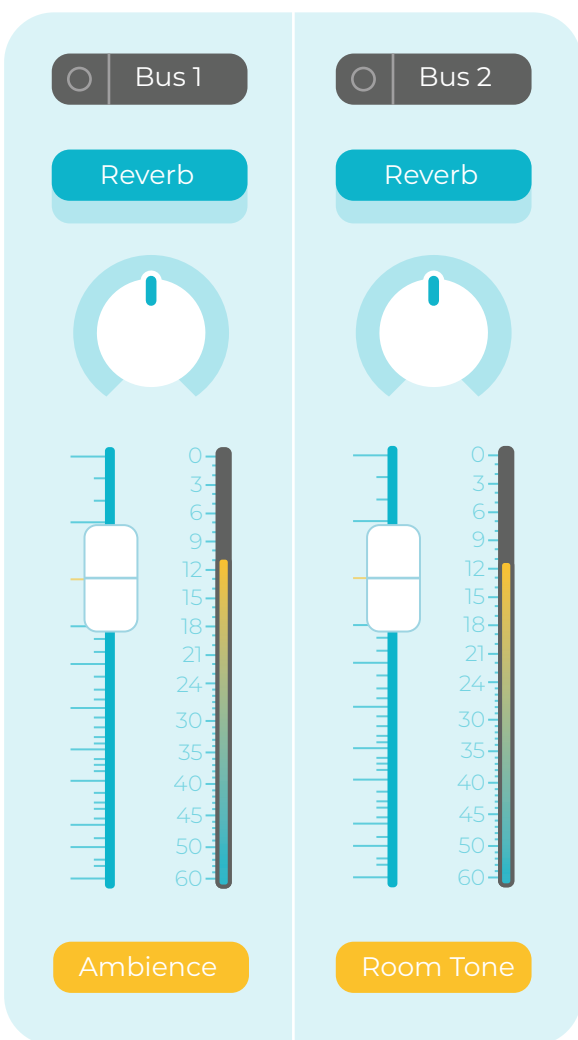
- 1 To push things back in the mix.
- 2 To control the tone of the mix.

HOW TO CREATE A ROOM REVERB FOR YOUR MIX.

STEP 1:

CREATE TWO AUX CHANNELS.

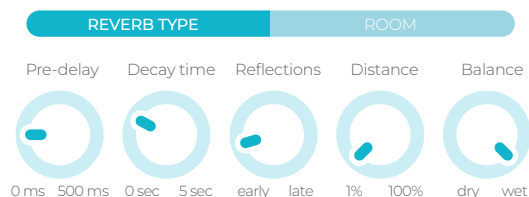
Label one "Ambience" and the other "Room Tone." Place a reverb plugin on each.



STEP 2

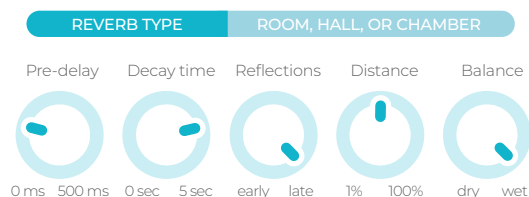
SET UP YOUR TWO CHANNELS.

■ AMBIENCE



- ✓ Balance: 100% wet
- ✓ Type: Room
- ✓ Decay time: 250–750 ms
- ✓ Pre-delay: 2–25 ms
- ✓ Reflections: More early, less late
- ✓ Distance: 1–5%

■ ROOM TONE

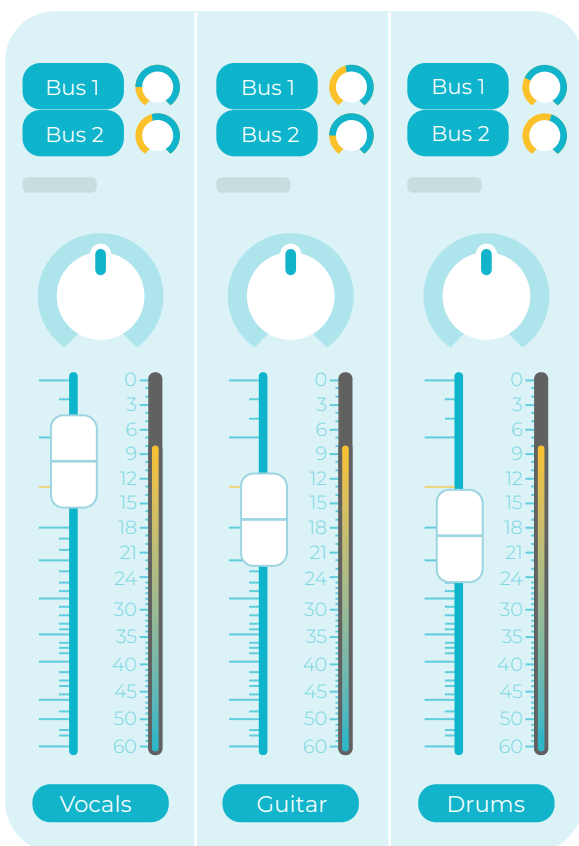


- ✓ Balance: 100% wet
- ✓ Type: Room, hall, or chamber
- ✓ Decay time: 500–3000 ms
- ✓ Pre-delay: 0–75 ms
- ✓ Reflections: Less early, more late
- ✓ Distance: 15–50%

STEP 3

SEND SOME OF EACH INSTRUMENT TO THESE TWO AUX CHANNELS.

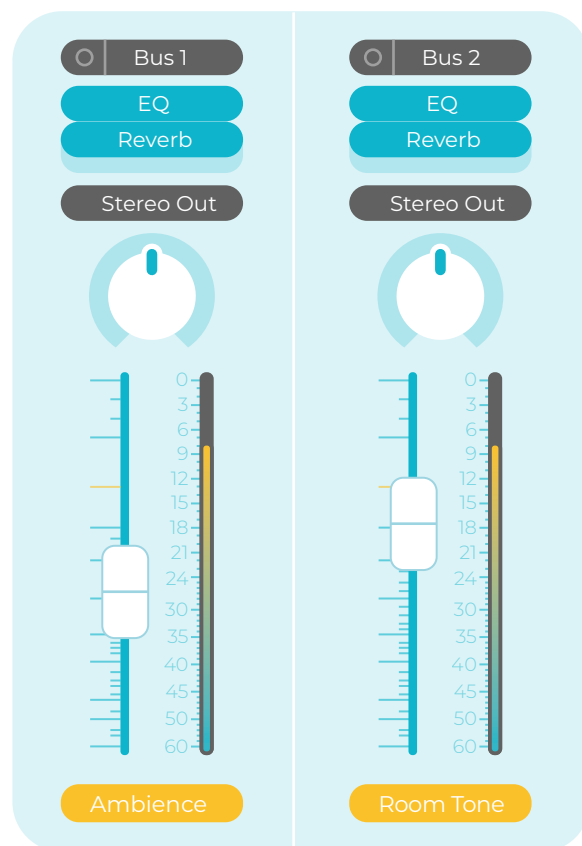
- ✓ If you want to push an instrument back in the mix, send more of it to the Ambience channel.
- ✓ If you want the instrument to have noticeable reverb, send more to the Room Tone channel.



STEP 5

BALANCE THE VOLUME IN YOUR MIX.

- ✓ Turn the volume of the aux tracks all the way down.
- ✓ Then turn them up slowly until they sound nice to your ears.
- ✓ Then turn them back down a 1-3dBs for safety.



STEP 4

PUT AN EQ BEFORE THE REVERBS.

- ✓ Move a high pass filter up until the mix starts to sound too thin.
- ✓ Listen to your overall mix. Is it sounding too dark? Try boosting the top end of the reverbs with a shelf. Is the mix sounding too bright? Try cutting with a shelf instead.
- ✓ Are the reverbs making your mix sound muddy? Try cutting 3-10dBs in the low mids.

