

Final SSL Song Presentation



By Olga Gulan
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15/06/2015

Song Information

Title: Right To Be Wrong

Band: Ledge

Music & Arrangement:

*P. Milenkovic,
N. Djukanovic,
V. Vasiljevic,
M. Veljkovic*

Lyrics & Melody: *O.Gulan*

Year: 2015



Pre-production

- A demo version of this song has been recorded in the digital studio at SAE.
- This helped in improving the arrangement and efficiency of the recording session at SSL.
- During the stage of pre-production a session template was prepared together with demo tracks of guitars and vocals in order for the drummer and bass player to record in the most efficient way.
- Tracks were created in order to save time in the studio.



Production / Instruments recorded:

- Drums
- Bass guitar
- Acoustic guitar
- 2 Electric guitars
- Vocal



Drums



- 1. AKG D 112
- 2. Shure SM 57
- 3. AKG C 451

- 4. Sennheiser MD 421
- 5. AKG C 415

- I recorded drums first together with bass guitar in order to maintain a solid base for the rest of the instruments.
- With the help of the demo tracks and the ability to watch each other whilst recording, a desirable effect was gained.

Bass guitar

- Recorded using a passive DI Box patched in a channel mic input.



Acoustic guitar



Recorded using a Shure SM 57 recording the body of the guitar and an AKG C 451 capturing the high end.



The C 451 was patched in the Avalon preamp.

Electric guitars

Recorded using Shure SM 57 right against the amp's grill and the AKG C 451 positioned farther away pointing at the center of the amp. Absorber positioned in front of the amp in order to avoid reflections.

- Amp: Marshall MG 15FX



Vocal

Recorded using Sennheiser MD 421 that has proven to suit my voice best.



Post Production

- My first step in post production was editing small rhythm and pitch errors.
- Then I did basic panning and levels in order to get a feel of each instrument
- After that I started with EQ and compression of drums, then bass, then guitars, etc.
- I avoided effect except on vocals where I added reverb and delay on duplicated Tracks that had low levels in order to add colour to the voice.
- During mastering I used A little reverb to bring all The instruments together. Also I used compression and limiting.

