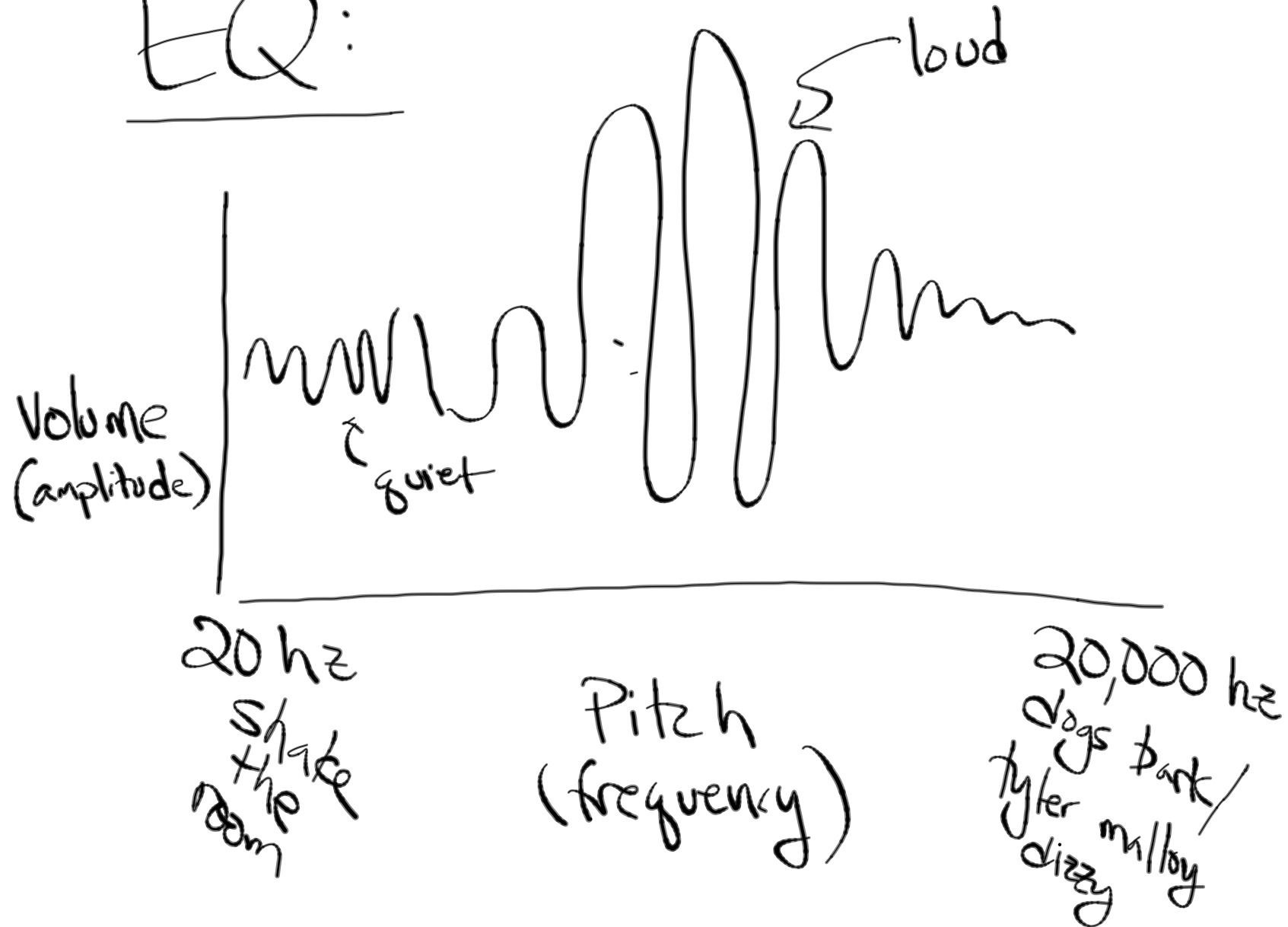
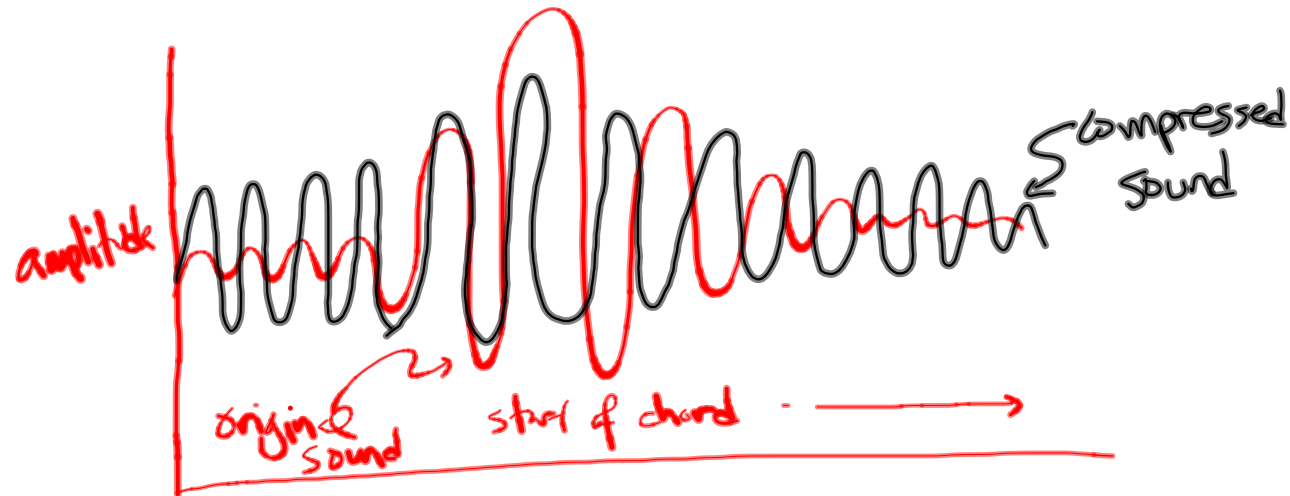


EQ:



# Volume -

- We can turn something up or down permanently
- We can turn whole sections up or down
- We can tell Reaper to turn up sounds when they're quiet and turn them down when they're loud *automatically*  
COMPRESSION



- Compression can help you "time" Very percussive sounds.
- Compression provides sonic "glue" by making all the sounds operate in a similar volume range