

# LAYERS OF COMPRESSION



## Saturation\*

- A special blend of distortion and compression that's created by analog equipment.
- Tiny layers of this are added when a sound is recorded and mixed in a pro studio.

## Balance

- This layer works to level out the performance and create depth.
- Often needed for studio recordings, but not for synths or samples.
- **Compression Styles:** Consistent / Depth (Closer) / Depth (Farther)

## Fix\*

- This layer works to fix specific issues with the recordings.
- Can be done at any point in the mixing process.
- **Compression Styles:** Create Headroom / Turn Down Room Sound

## Glue

- This layer makes multiple tracks feel like one cohesive performance.
- Usually done on instrument busses with multiple mics or doubles.
- **Compression Styles:** Consistent / Groove / Depth (Farther)

## Enhance\*

- This layer works to change the tone of an instrument.
- Often used on a send to create parallel compression.
- **Compression Styles:** Thick / Punchy / Groove

## Mix Bus

- This layer works to glue the entire mix together.
- Should be added at the beginning of the mix.
- **Compression Styles:** Consistent / Groove / Depth (Farther)

# FINISHED MIX

## Secret to a PRO MIX?

Don't do your compression all at once. Add it, bit-by-bit, in layers.

\* = Optional