

# THE 3 LEVELS OF DYNAMIC RANGE

## MUSICAL DYNAMICS



→ The loudest vs. the quietest moment of an *entire song*.

→ This is the typical definition of dynamic range in music.

→ To control this range (during the mix), use volume automation.

## MACRO DYNAMICS



→ The loudest vs. the quietest moment of an *instrument's performance*.

→ Balancing a mix requires control of this range for each instrument.

→ To control this range, use volume automation and compression.

## MICRO DYNAMICS

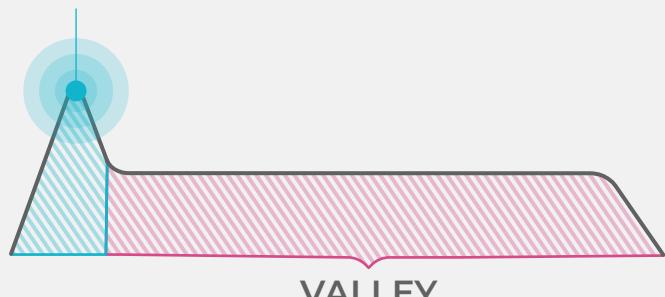


→ The loudest vs. the quietest moment of a *single note*.

→ Also known as the volume envelope, or an instrument's unique pattern of loudness.

→ To control this range, use compression, saturation, or limiting.

PEAK



## THE VOLUME ENVELOPE

- A sound's volume over time, which helps to create its unique tone.
- The *peak* is the “transient” of a note. It helps give punch and presence.
- The *valley* is the “sustain” of a note. It helps give thickness and length.
- Affecting the envelope with compression will change a sound’s tone.