

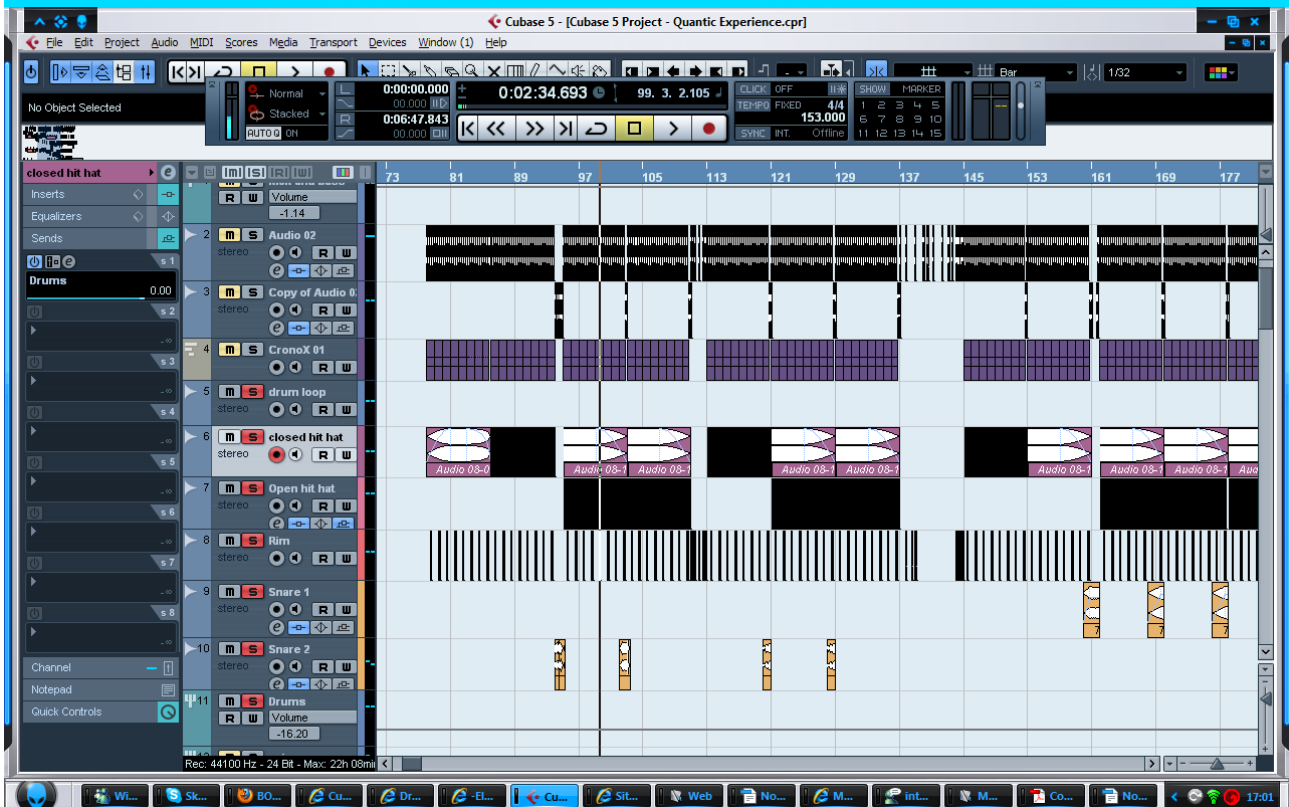
Parallel Compression for percussions

A good tip to have your percussions sound more dynamic and brighter.

You add a group channel track.

You call this group channel track 'drums'.

Then you go in the 'send' of each percussions' channel of your project and select the group channel 'Drums', switch it on and drag the blue line of the volume to the right at 0db.



You can also boost highs and lows group channel signal with the 'parametric EQ' of the group channel 'Drums'



Then you add a compressor into the 'insert' of the channel 'drums', this one from Cubase for example if you work on Cubase.

On the compressor you put the 'threshold' down the left, between -30 and -50 ...you need to try....

You put the 'ratio' between 7 and 8 .

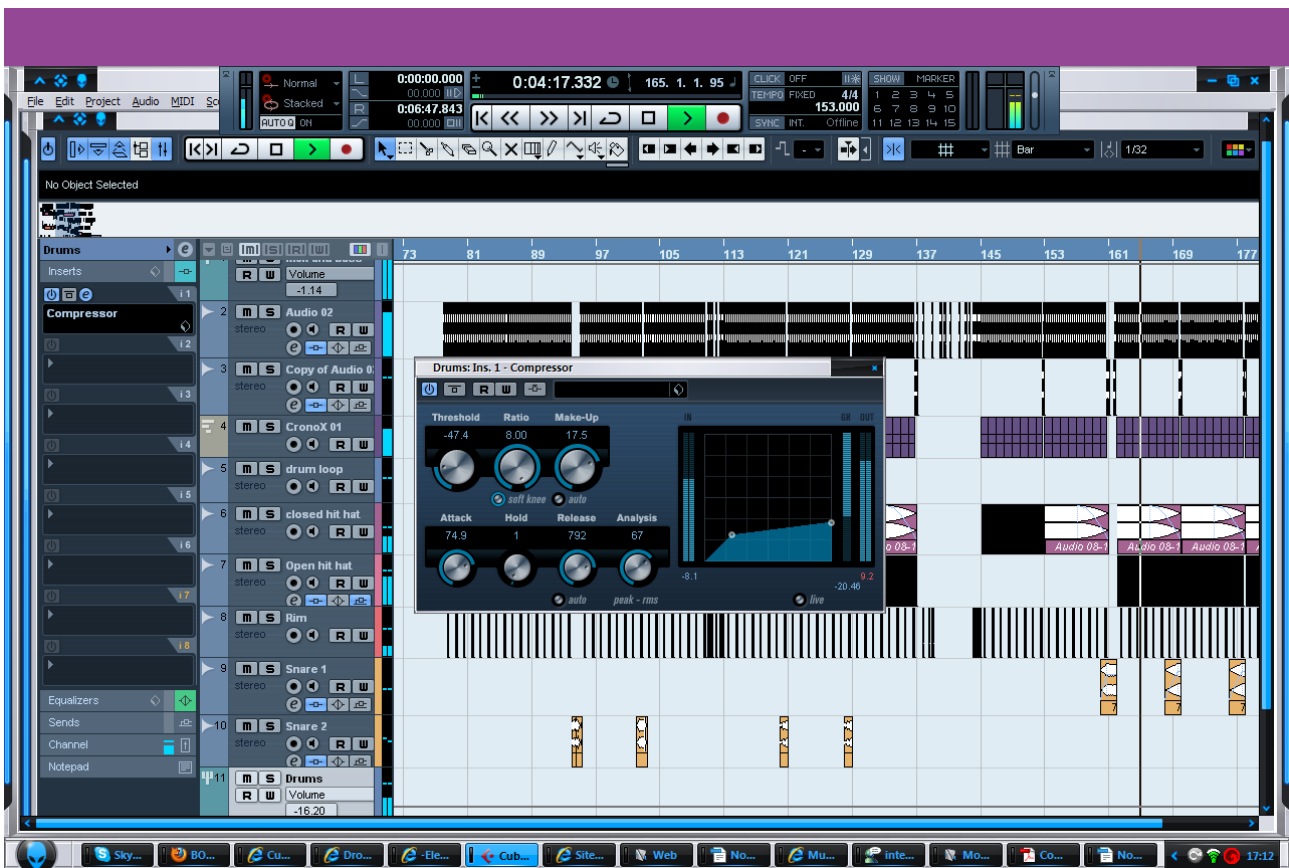
Then you need to deactivate the auto of the 'make up' and put it between 15 and 17.

The 'attack' between 50 and 70.

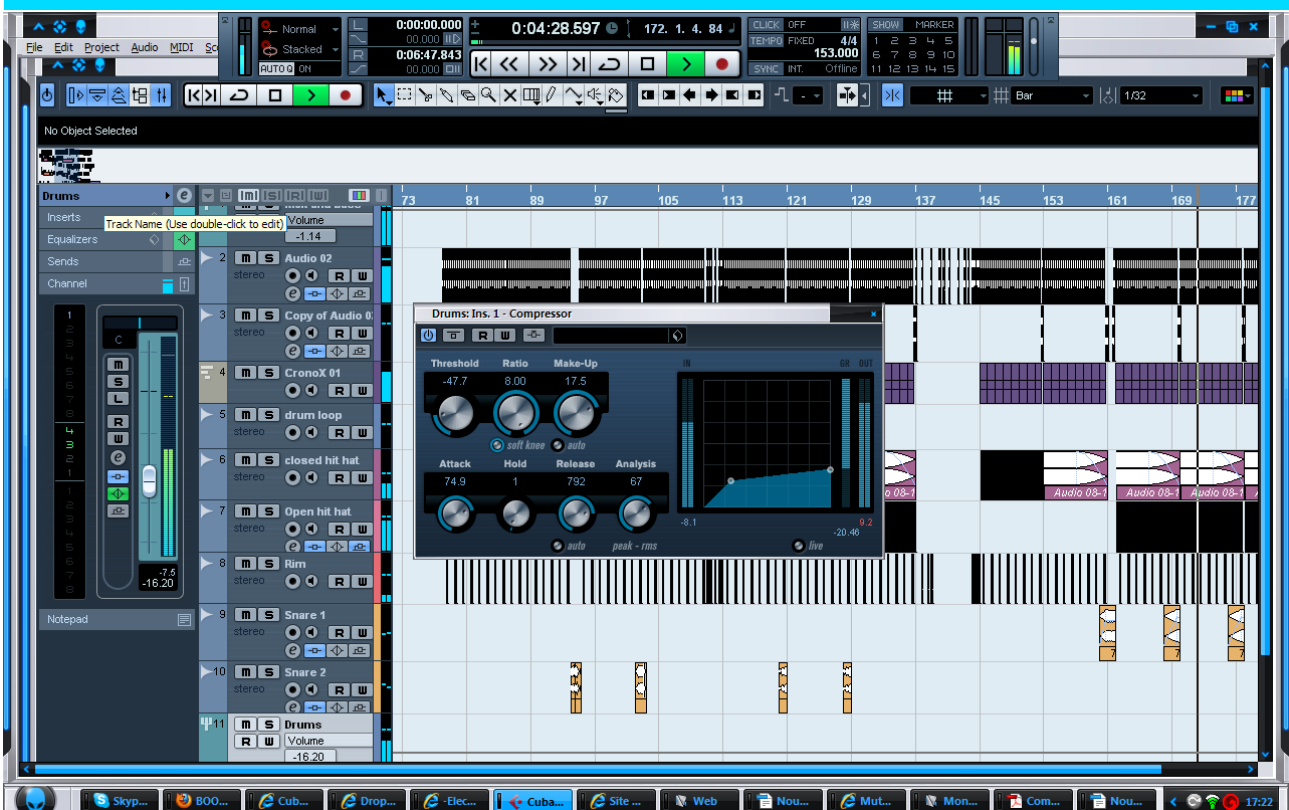
The 'release' between 500 and 700.

The analysis around 70.

You need to see on the right side of the compressor its action around 3/4 (you can see the sound goes out with the signal moving with the sound).



So now you have your track plays, with your 'dry ' Drums' tracks, you put at this point the volume of your 'drums' group track with the compression to its minimum, at 0. While the track plays you can slowly increase the volume of this track till you can hear it. It will add a punchy effect to yours percussions.



It's called parallel compression.

You have then 2 exact signals. One is compressed very strongly (with EQ if you like, can be even a gate) which you mix with the dry signal (which is all the percussions' tracks of your project together). It's very nice to have your drums sound bright and punchy.