

## Predelay guidelines

Drums and fast percussion - 25-50ms  
Drums and relaxed percussion - 40-80ms  
Vocals - 75-125ms  
Strings - 100-200ms  
Acoustic instruments - 45-90ms  
Brass - 50-100ms

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## Some do's and dont's

Don't lock onto a specific name from a preset. Names like "Hall of fame" do not mean it is the best available preset on your unit. Listen to all the different presets to decide what you like to hear.

Don't over use reverb! It will kill your mix.

How can you know if you are using too much? - Make sure the text on vocals is clear. Make sure that when you use reverb other tracks are not lost. If you turn off the reverb and all of a sudden you hear things that you didn't hear with the reverb on then it's too much.

Don't use long reverbs with cheap units. The cheap sound tends to get unveiled.

Don't use reverb at all (or only a tiny bit) on instruments like Bass and Kick drum.

Don't use reverb if you feel the track doesn't need it. If your guitar track is rocking then leave it alone or add a bit until you like the sound but then stop at once! No more then you need!

Do try to use more then one reverb on a single sound like a snare you might get a wonderful big sound. Try a tight room with a hall.

Do try to use a delay unit rather then a reverb on some instruments. This can do wonders to clear up a mix.

Do try to use an Eq unit with the Reverb unit and cut or boost the return to change the sound or to change the distance. (See Hi freq. roll off)

Do , If you use several different reverb types on a mix, you might be better off in some cases in setting their decay time close to each other or even set them the same as each other.

There is so much more to talk about. Reverb can be used to move instruments in the spectrum from higher to lower, to hearing a sound as if your in another room and it's coming from a room on your left. Further in or closer etc..... But that would call for another article all together.