

---

Subject: Controlling kick drum dynamics?

Posted by [John \[1\]](#) on Sat, 08 Sep 2007 12:31:16 GMT

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I'm trying to get my dynamics under control and my kick is causing me the largest problem. My goal is a crest factor of 14 for my overall mix and right now it's more like 20. When I use various compressors / limiters / eqs etc to control the dynamics it is killing the low freq thump. Does anyone have tips on how to control this wild kick drum without hosing up the tone?

Thanks

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Subject: Re: Controlling kick drum dynamics?

Posted by [John \[1\]](#) on Sat, 08 Sep 2007 12:33:48 GMT

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I'm just working on this individual kick channel and not the master bus currently. It's just the kick that is killing me.

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Subject: Re: Controlling kick drum dynamics?

Posted by [Mikep\[2\]](#) on Sat, 08 Sep 2007 14:04:44 GMT

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Have you tried a multiband compressor?

I like to use the WaveArts Multi on my drums, I sometimes use it to compress the low mids(150hz - 600hz) and expand both the lows(usually below 80hz) and high mids(3khz - 6khz).

Then I'll add a little limiting to give some control to the what is happening with the expander. This gives my kick or toms more punch and attack without crowding or muddying the mix. Also, this technique can bring out the toms without bringing more cymbal bleed into the mix.

Good Luck!

"John" <no@no.com> wrote:

>

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>largest problem. My goal is a crest factor of 14 for my overall mix and  
>right now it's more like 20. When I use various compressors / limiters

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---

---

Subject: Re: Controlling kick drum dynamics?  
Posted by [DJ](#) on Sat, 08 Sep 2007 18:56:21 GMT  
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---

You need an SPL Transient Designer.

<http://mercenary.com/spltrde2.html>

You need it now.....immediately.....pronto!!!

It's your birthday. Spend money.

;o)

"John" <[no@no.com](mailto:no@no.com)> wrote in message [news:46e29614\\$1@linux...](mailto:news:46e29614$1@linux...)

>

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> largest problem. My goal is a crest factor of 14 for my overall mix and

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> Thanks

---

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Subject: Re: Controlling kick drum dynamics?  
Posted by [rick](#) on Sat, 08 Sep 2007 20:26:20 GMT  
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---

just wtf is wrong with it.? are you trying for equality of every hit?  
tonality? level? is it mushy? clicky? what? are you trying to have  
it sit with the bass...mix...?

On 8 Sep 2007 22:33:48 +1000, "John" <[no@no.com](mailto:no@no.com)> wrote:

>

>

>I'm just working on this individual kick channel and not the master bus currently.

> It's just the kick that is killing me.

---

---

Subject: Re: Controlling kick drum dynamics?  
Posted by [LaMon](#) on Sun, 09 Sep 2007 02:12:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

John, you a couple of options..

-Compress..EQ..hard work,,but works

-Use Transien Plugin like waves Transient plus..Nice <http://www.waves.com/Content.aspx?id=286>

-Voxengo (2 plugins) LowF Punch and Tranmodder <http://www.voxengo.com/product/lfpunch/>  
[www.voxengo.com/product/tmodder/](http://www.voxengo.com/product/tmodder/)

LAstly and my Fav option: Use drummgog..Locate a the good Bass drum sample..  
Boom..Job done.. :)

"John" <[no@no.com](mailto:no@no.com)> wrote:

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---

Subject: Re: Controlling kick drum dynamics?  
Posted by [Sarah](#) on Sun, 09 Sep 2007 09:32:07 GMT  
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---

Whose birthday? It's my birthday, too, yeah. No, really. Well, yesterday  
it was, since it's technically the ninth now. I'm old. And I did spend  
money. Heh.

S

"DJ" <[animix\\_\\_at\\_\\_animas\\_\\_dot\\_\\_net](mailto:animix__at__animas__dot__net)> wrote in message  
news:46e2f1b8@linux...

> You need an SPL Transient Designer.

>

> <http://mercenary.com/spltrde2.html>

>

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> ;o)  
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Subject: Re: Controlling kick drum dynamics?  
Posted by [Aaron Allen](#) on Sun, 09 Sep 2007 14:58:12 GMT  
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This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0167\_01C7F2C7.EECD15A0  
Content-Type: text/plain;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Yup. Not exactly what you're asking, but it's related.=20  
Evans EMAD heads.  
Very smooth and evenly balanced kick heads, if you have not tried it =  
you're really missing out.=20

I use a hard plastic beater, because I'm a progressive kinda dude. =  
However, if you're getting too much 'tick' you will want to go felt. =  
Pearl makes a killer beater with 4 heads on it of varying =  
shapes/materials and a counterweight.=20

More directly: Most likely if you're trying to dip the dynamics that =  
much you would have luck using something like a multiband compressor, or =  
a sample with a varied velocity curve.

AA

"John" <no@no.com> wrote in message news:46e29614\$1@linux...  
>=20  
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>=20  
> Thanks

-----=\_NextPart\_000\_0167\_01C7F2C7.EECD15A0

Content-Type: text/html;  
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.6000.16525" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=3DArial size=3D2>Yup. Not exactly what you're asking, =
but it's=20
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<DIV><FONT face=3DArial size=3D2><EM>Evans EMAD heads.</EM></FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Very smooth and evenly balanced kick =
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>I use a hard plastic beater, because =
I'm a=20
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```

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>AA<BR></FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>"John" &lt;</FONT><A =  
href=3D"mailto:no@no.com"><FONT=20  
face=3DArial size=3D2>no@no.com</FONT></A><FONT face=3DArial =  
size=3D2>&gt; wrote in=20  
message </FONT><A href=3D"news:46e29614\$1@linux"><FONT face=3DArial=20  
size=3D2>news:46e29614\$1@linux</FONT></A><FONT face=3DArial=20  
size=3D2>...</FONT></DIV><FONT face=3DArial size=3D2>&gt; <BR>&gt; I'm =  
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without hosing up the tone?<BR>&gt; <BR>&gt; Thanks</FONT></BODY></HTML>

-----=\_NextPart\_000\_0167\_01C7F2C7.EECD15A0--

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Sun, 09 Sep 2007 15:23:05 GMT  
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Hey John - since you're specifically asking about dynamics, I'm going to point you to a few comp/limiter options that I like very much for kick & have found each one useful, depending on the circumstances. Aaaaaand, the best part is they're all free.

;) )

1.) Buzz Maxi - this is a simple two-knob Limiter, very transparent & can mash your sound pretty hard, or just give it a little kiss, depending on where you set the threshold.

[http://www5c.biglobe.ne.jp/~buzzroom/files/BuzMaxi3\\_130.zip](http://www5c.biglobe.ne.jp/~buzzroom/files/BuzMaxi3_130.zip)

2.) Buzzroom GeneComp3 or GranComp3 Multiband compressors - From the same guy as the Buzz Maxi, above, the link gives you a whole package of compressors actually, (stereo & mono, both single & Multiband versions of the Grancomp & Genecomp). Try the Grancomp Multiband on kick, & drop down the center band's output somewhat (or a lot, depending on the tone you're looking for) - use the band cutoff controls to carve out the tonal qualities you want. These all come with a number of handy

presets, too; there IS one for kick on one of 'em - that might give you a good starting point. FYI I really like the grancomp singleband version for rock guitar & bass, as well. Here's the link...

[http://www5c.biglobe.ne.jp/~buzzroom/files/buzcompfree\\_v12.z ip](http://www5c.biglobe.ne.jp/~buzzroom/files/buzcompfree_v12.z ip)

3.) The SSL LMC-1 - This one has a REALLY unique sound and you'll probbaly know right away if it's gonna work or not for the song.

Start out with the compression control turned all the way to the "Less" side & don't drive it very hard at first; it can dirty-up real quick. Link Below...

<http://www.solid-state-logic.com/resources/lmc1plugin.html>

4.) You have SX3, right? If so, on the CD there's a folder of extra plugins - I forget what it's called, but browse around & you'll find it. Most of 'em are total crap, IMO, but there is ONE very useful one... it's called, simply "Multiband Compressor" - copy that .dll file over to where your dynamics plugins reside & launch SX & you'll see it. Try the Kick preset, but don't be afraid to move the band levels around. To quote Borat: "That's a verry niiiiice." :)

Neil

"LaMont" <jjdpro@ameriech.net> wrote:

>  
>John, you a couple of options..  
>  
>-Compress..EQ..hard work,,but works  
>  
>-Use Transien Plugin like waves Transient plus..Nice  
<http://www.waves.com/Content.aspx?id=286>  
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---

---

Subject: Re: Controlling kick drum dynamics?  
Posted by [DJ](#) on Sun, 09 Sep 2007 22:12:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well happy birthday Sarah. I hope you spent it on gear.

;o)

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:46e3bf6b\$1@linux...

> Whose birthday? It's my birthday, too, yeah. No, really. Well,  
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---

---

Subject: Re: Controlling kick drum dynamics?  
Posted by [TCB](#) on Tue, 11 Sep 2007 15:59:31 GMT  
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---

SX 4 has a transient designer type plug-in but I haven't had a chance to check it out yet. I will say this, for the money the voxengo stuff is usually spectacular.

TCB

"LaMont" <jjdpro@ameriech.net> wrote:

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 02:10:07 GMT  
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---

John, did u get a chance to try any of these yet? If so, how'd it work out? Personally for reggae, if you like the tone you're getting, I'd prolly try the BuzzMaxi first - not gonna whallop the shit out of your tone & change it at all, just control the dynamics really well.

Neil

"Neil" <OIU@OIUOIU.com> wrote:

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Subject: Re: Controlling kick drum dynamics?  
Posted by [Neil](#) on Wed, 12 Sep 2007 03:25:04 GMT  
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"TCB" <nobody@ishere.com> wrote:

>  
>SX 4 has a transient designer type plug-in but I haven't had a chance to  
check  
>it out yet. I will say this, for the money the voxengo stuff is usually  
spectacular.

I agree, and the only negative thing I can say about the  
Voxengo Transient thang (Transmodder)is that it really can't be  
used on cymbals, IMO - not if you're running all the drums  
including the OH's through a subgroup, anyway. Although if you  
want to run all the drums through a submix group EXCEPT for  
cymbals, and THEN insert the Transmodder over that... Yummmm!  
lol

Can't really use it on the 2-buss, either, since obviously  
cymbals have to run through that as well. If anyone's found a  
Transmodder setting that DOES work on the 2-buss lemme know!

Thadster, let us know when you have a chance to check out the  
C4 TransDesigner! Is it also an application that can be  
obtained sparately from somewhere, do you know?

Neil

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Subject: Re: Controlling kick drum dynamics?  
Posted by [John \[1\]](#) on Wed, 12 Sep 2007 11:45:29 GMT  
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I cheated and used Drumagog. That app is so sweet. I think I'm in love but  
playing with Darkuba and Latigo was even more fun.

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