
Subject: Nylon guitar mixing
Posted by [brandon\[2\]](#) on Thu, 24 May 2007 19:21:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0042_01C79E0E.C17B1BF0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hello all,

I am recording some nylon guitars.
Music is simple..just nylon guitars and female vox.
Anyone have any links to articles on mixing such a project or nylon =
guitars at the very least.
Compression, limiting, ideas?
I got various soft comps.
I tracked with minimal compression using a RNC...2db of comp at the =
most.
I still think it could benefit from more.
Or maybe multiband compression.
I havent ever seen any learning materials on this subject so I am kinda
flyin by the seat of my pants.
I want to make the guitars as smooth and classical sounding as =
possible.
I guess I mean commercial. But Classical Commercial not pop commercial.
Any help would be much appreciated.

--=20
Thanks,

Brandon

-----=_NextPart_000_0042_01C79E0E.C17B1BF0
Content-Type: text/html;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!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 6.00.6000.16441" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
```

<DIV>Hello all,</DIV>
<DIV> </DIV>
<DIV>I am recording some nylon guitars.</DIV>
<DIV>Music is simple..just nylon guitars and female=20
vox.</DIV>
<DIV>Anyone have any links to articles on mixing such =
a project=20
or nylon guitars at the very least.</DIV>
<DIV>Compression, limiting, ideas?</DIV>
<DIV>I got various soft comps.</DIV>
<DIV>I tracked with minimal compression using a =
RNC...2db of=20
comp at the most.</DIV>
<DIV>I still think it could benefit from =
more.</DIV>
<DIV>Or maybe multiband compression.</DIV>
<DIV>I havent ever seen any learning materials on =
this subject=20
so I am kinda</DIV>
<DIV>flyin by the seat of my pants.</DIV>
<DIV>I want to make the guitars as smooth and =
classical=20
sounding as possible.</DIV>
<DIV>I guess I mean commercial. But Classical =
Commercial not=20
pop commercial.</DIV>
<DIV>Any help would be much appreciated.</DIV>
<DIV> </DIV>
<DIV>
--
Thanks,</DIV>
<DIV> </DIV>
<DIV>Brandon </DIV></BODY></HTML>

-----=_NextPart_000_0042_01C79E0E.C17B1BF0--

Subject: Re: Nylon guitar mixing
Posted by [wireline\[4\]](#) on Thu, 24 May 2007 19:33:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most classical things I've recorded were left alone, or at the most had a touch of limiting if mixed hit...nylong string guitars are not known for their sustain, so artificially adding it with compression will likely make for an artificial sound...

Flying by the seat of your pants is a good thing with most guitars, anyway - there are no rules, and nothing is really right or wrong.

Just an opinion.

"Brandon" <a@a.com> wrote:

>
>
>Hello all,
>
>I am recording some nylon guitars.
>Music is simple..just nylon guitars and female vox.
>Anyone have any links to articles on mixing such a project or nylon =
>guitars at the very least.
>Compression, limiting, ideas?
>I got various soft comps.
>I tracked with minimal compression using a RNC...2db of comp at the =
>most.
>I still think it could benefit from more.
>Or maybe multiband compression.
>I havent ever seen any learning materials on this subject so I am kinda
>flyin by the seat of my pants.
>I want to make the guitars as smooth and classical sounding as =
>possible.
>I guess I mean commercial. But Classical Commercial not pop commercial.
>Any help would be much appreciated.

>
>
>---=20
>Thanks,
>
>Brandon

>
><!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 6.00.6000.16441" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>Hello all,</DIV>

><DIV>I am recording some nylon guitars.</DIV>
><DIV>Music is simple..just nylon guitars and female=20
>vox.</DIV>
><DIV>Anyone have any links to articles on mixing such
>=
>a project=20
>or nylon guitars at the very least.</DIV>
><DIV>Compression, limiting, ideas?</DIV>
><DIV>I got various soft comps.</DIV>

><DIV>I tracked with minimal compression using a =
>RNC...2db of=20
>comp at the most.</DIV>
><DIV>I still think it could benefit from =
>more.</DIV>
><DIV>Or maybe multiband compression.</DIV>
><DIV>I havent ever seen any learning materials on =
>this subject=20
>so I am kinda</DIV>
><DIV>flyin by the seat of my pants.</DIV>

>classical=20
>sounding as possible.</DIV>
><DIV>I guess I mean commercial. But Classical =
>Commercial not=20
>pop commercial.</DIV>
><DIV>Any help would be much appreciated.</DIV>

><DIV>
--
Thanks,</DIV>

><DIV>Brandon </DIV></BODY></HTML>
>
>

Subject: Re: Nylon guitar mixing
Posted by [brandon\[2\]](#) on Thu, 24 May 2007 19:47:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_005B_01C79E12.7737E420
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

I am glad you said that.
I messed around with compression settings and didnt like anything I =
heard really...
I ended up just slapping a waves L2 on it with a tiny bit of squash just =
to level it out.
I still need to EQ, delay,verb, but thats how I was going to approach =
it... from my ear.
I just wonder if there are other techniques.

--=20
Thanks,

Brandon=20

"wireline" <brainless@nospam.org> wrote in message =
news:4655e8a3\$1@linux...

Most classical things I've recorded were left alone, or at the most =
had a
touch of limiting if mixed hit...nylong string guitars are not known =
for
their sustain, so artificially adding it with compression will likely =
make
for an artificial sound...

Flying by the seat of your pants is a good thing with most guitars, =
anyway
- there are no rules, and nothing is really right or wrong.

Just an opinion.

"Brandon" <a@a.com> wrote:

>
>
>Hello all,
>
>I am recording some nylon guitars.
>Music is simple..just nylon guitars and female vox.
>Anyone have any links to articles on mixing such a project or nylon =
=3D
>guitars at the very least.
>Compression, limiting, ideas?
>I got various soft comps.
>I tracked with minimal compression using a RNC...2db of comp at the =
=3D
>most.
>I still think it could benefit from more.
>Or maybe multiband compression.
>I havent ever seen any learning materials on this subject so I am =
kinda
>flyin by the seat of my pants.
>I want to make the guitars as smooth and classical sounding as =3D
>possible.
>I guess I mean commercial. But Classical Commercial not pop =
commercial.
>Any help would be much appreciated.
>
>
>--=3D20

>Thanks,
>
>Brandon=20
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.6000.16441" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV>Hello all,</DIV>
><DIV> </DIV>
><DIV>I am recording some nylon =
guitars.</DIV>
><DIV>Music is simple..just nylon guitars and =
female=3D20
>vox.</DIV>
><DIV>Anyone have any links to articles on mixing =
such
=3D
>a project=3D20
>or nylon guitars at the very least.</DIV>
><DIV>Compression, limiting, ideas?</DIV>
><DIV>I got various soft comps.</DIV>
><DIV>I tracked with minimal compression using a =
=3D
>RNC...2db of=3D20
>comp at the most.</DIV>
><DIV>I still think it could benefit from =3D
>more.</DIV>
><DIV>Or maybe multiband =
compression.</DIV>
><DIV>I havent ever seen any learning materials =
on =3D
>this subject=3D20
>so I am kinda</DIV>
><DIV>flyin by the seat of my pants.</DIV>
><DIV>I want to make the guitars as smooth and =
=3D
>classical=3D20
>sounding as possible.</DIV>
><DIV>I guess I mean commercial. But Classical =
=3D
>Commercial not=3D20
>pop commercial.</DIV>
><DIV>Any help would be much =

appreciated.</DIV>
><DIV> </DIV>
><DIV>
--
Thanks,</DIV>
><DIV> </DIV>
><DIV>Brandon </DIV></BODY></HTML>
>
>

-----=_NextPart_000_005B_01C79E12.7737E420

Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!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 6.00.6000.16441" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial>I am glad you said that.</FONT></DIV>
<DIV><FONT face=3DArial>I messed around with compression settings and =
didnt like=20
anything I heard really...</FONT></DIV>
<DIV><FONT face=3DArial>I ended up just slapping a waves L2 on it with a =
tiny bit=20
of squash just to level it out.</FONT></DIV>
<DIV><FONT face=3DArial>I still need to EQ, delay,verb, but thats how I =
was going=20
to approach it.... from my ear.</FONT></DIV>
<DIV><FONT face=3DArial>I just wonder if there are other =
techniques.</FONT></DIV>
<DIV><FONT face=3DArial></FONT>&nbsp;</DIV>
<DIV><BR>-- <BR>Thanks,</DIV>
<DIV>&nbsp;</DIV>
<DIV>Brandon </DIV>
<DIV>&nbsp;</DIV>
<DIV>"wireline" &lt;<A=20
href=3D"mailto:brainless@nospam.org">brainless@nospam.org</A>&gt; wrote =
in message=20
<A href=3D"news:4655e8a3$1 @linux">news:4655e8a3$1 @linux</A>...</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px"><BR>Most=20
classical things I've recorded were left alone, or at the most had =
a<BR>touch=20
of limiting if mixed hit...nylong string guitars are not known =
```

for
their=20
sustain, so artificially adding it with compression will likely =
make
for an=20
artificial sound...

Flying by the seat of your pants is a good =
thing=20
with most guitars, anyway
- there are no rules, and nothing is =
really right=20
or wrong.

Just an opinion.

"Brandon" <<A=20
href=3D"mailto:a@a.com">a@a.com> =
wrote:
>
>
>Hello=20
all,
>
>I am recording some nylon guitars.
>Music is =

simple..just nylon guitars and female vox.
>Anyone have any =
links to=20
articles on mixing such a project or nylon =3D
>guitars at the =
very=20
least.
>Compression, limiting, ideas?
>I got various soft=20
comps.
>I tracked with minimal compression using a RNC...2db of =
comp at=20
the =3D
>most.
>I still think it could benefit from =
more.
>Or=20
maybe multiband compression.
>I havent ever seen any learning =
materials=20
on this subject so I am kinda
>flyin by the seat of my =
pants.
>I=20
want to make the guitars as smooth and classical sounding as=20
=3D
>possible.
>I guess I mean commercial. But Classical =
Commercial=20
not pop commercial.
>Any help would be much=20
=
appreciated.
>
>
>--=3D20
>Thanks,
>
>=

>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html;=20
=3D
>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.6000.16441"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT =
face=3D3DArial>Hello=20
all,</DIV>
><DIV><FONT=20
face=3D3DArial> =
</DIV>
><DIV><FONT=20
face=3D3DArial>I am recording some nylon=20
guitars.</DIV>
><DIV><FONT=20

face=3D3DArial>Music is simple..just nylon guitars and=20
=
female=3D20
>vox.</DIV>
></DIV></FO=NT=20
face=3D3DArial>Anyone have any links to articles on mixing =
such
=3D
>a=20
project=3D20
>or nylon guitars at the very=20
least.</DIV>
></DIV></FONT=20
face=3D3DArial>Compression, limiting,=20
ideas?</DIV>
></DIV></FONT =
face=3D3DArial>l=20
got various soft =
comps.</DIV>
></DIV></FONT=20
face=3D3DArial>l tracked with minimal compression using a =
=3D
>RNC...2db=20
of=3D20
>comp at the=20
most.</DIV>
></DIV></FONT =
face=3D3DArial>l=20
still think it could benefit from=20
=3D
>more.</DIV>
></DIV></FONT=20
face=3D3DArial>Or maybe multiband=20
compression.</DIV>
></DIV></FONT=20
face=3D3DArial>l havent ever seen any learning materials on =
=3D
>this=20
subject=3D20
>so I am=20
kinda</DIV>
></DIV></FONT=20
face=3D3DArial>flyin by the seat of my=20
pants.</DIV>
></DIV></FONT =
face=3D3DArial>l=20
want to make the guitars as smooth and =
=3D
>classical=3D20
>sounding=20
as possible.</DIV>
></DIV></FONT=20
face=3D3DArial>l guess I mean commercial. But Classical =
=3D
>Commercial=20
not=3D20
>pop=20
commercial.</DIV>
></DIV></FONT=20
face=3D3DArial>Any help would be much=20
appreciated.</DIV>
></DIV></FONT=20
face=3D3DArial> </DIV></FONT=20
face=3D3DArial>
></DIV></BR>--=20
</BR>Thanks,</DIV>
></DIV>=20
</DIV>
></DIV>Brandon=20
=
</DIV></BODY></HTML>
>
>
</=BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_005B_01C79E12.7737E420--

Subject: Re: Nylon guitar mixing
Posted by [Deej \[4\]](#) on Thu, 24 May 2007 21:00:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Agreed. I have recorded a bit of classical guitar in my time and compressing it does change it for the worse, IMO. The attack is what it is all about with classical/flamenco guitars. String noise is another natural artifact of classical guitar (assuming that the Low E, A and D are round wound). Most classical guitarists I've worked with were total reverb freaks, wanting to wash the the guitar until it sounded like it was recorded in some cathedral. If you've got a vocalist involved, beware of this or you'll get a very unnatural soundstage unless you want the vocalist to sound like she's in a cathedral too.

"wireline" <brainless@nospam.org> wrote in message [news:4655e8a3\\$1@linux...](mailto:news:4655e8a3$1@linux...)

>

> Most classical things I've recorded were left alone, or at the most had a
> touch of limiting if mixed hit...nylong string guitars are not known for
> their sustain, so artificially adding it with compression will likely make
> for an artificial sound...

>

> Flying by the seat of your pants is a good thing with most guitars, anyway
> - there are no rules, and nothing is really right or wrong.

>

> Just an opinion.

>

> "Brandon" <a@a.com> wrote:

>>

>>

>>Hello all,

>>

>>I am recording some nylon guitars.

>>Music is simple..just nylon guitars and female vox.

>>Anyone have any links to articles on mixing such a project or nylon =
>>guitars at the very least.

>>Compression, limiting, ideas?

>>I got various soft comps.

>>I tracked with minimal compression using a RNC...2db of comp at the =
>>most.

>>I still think it could benefit from more.

>>Or maybe multiband compression.

>>I havent ever seen any learning materials on this subject so I am kinda
>>flyin by the seat of my pants.

>>I want to make the guitars as smooth and classical sounding as =
>>possible.

>>I guess I mean commercial. But Classical Commercial not pop commercial.

>>Any help would be much appreciated.

>>

```

>>
>>--=20
>>Thanks,
>>
>>Brandon
>>
>><!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 6.00.6000.16441" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial>Hello all,</FONT></DIV>
>><DIV><FONT face=3DArial></FONT> </DIV>
>><DIV><FONT face=3DArial>I am recording some nylon guitars.</FONT></DIV>
>><DIV><FONT face=3DArial>Music is simple..just nylon guitars and female=20
>>vox.</FONT></DIV>
>><DIV><FONT face=3DArial>Anyone have any links to articles on mixing such
> =
>>a project=20
>>or nylon guitars at the very least.</FONT></DIV>
>><DIV><FONT face=3DArial>Compression, limiting, ideas?</FONT></DIV>
>><DIV><FONT face=3DArial>I got various soft comps.</FONT></DIV>
>><DIV><FONT face=3DArial>I tracked with minimal compression using a =
>>RNC...2db of=20
>>comp at the most.</FONT></DIV>
>><DIV><FONT face=3DArial>I still think it could benefit from =
>>more.</FONT></DIV>
>><DIV><FONT face=3DArial>Or maybe multiband compression.</FONT></DIV>
>><DIV><FONT face=3DArial>I havent ever seen any learning materials on =
>>this subject=20
>>so I am kinda</FONT></DIV>
>><DIV><FONT face=3DArial>flyin by the seat of my pants.</FONT></DIV>
>><DIV><FONT face=3DArial>I want to make the guitars as smooth and =
>>classical=20
>>sounding as possible.</FONT></DIV>
>><DIV><FONT face=3DArial>I guess I mean commercial. But Classical =
>>Commercial not=20
>>pop commercial.</FONT></DIV>
>><DIV><FONT face=3DArial>Any help would be much appreciated.</FONT></DIV>
>><DIV><FONT face=3DArial></FONT> </DIV><FONT face=3DArial>
>><DIV><BR>-- <BR>Thanks,</DIV>
>><DIV> </DIV>
>><DIV>Brandon </FONT></DIV></BODY></HTML>
>>
>>

```

>

Subject: Re: Nylon guitar mixing
Posted by [John \[1\]](#) on Thu, 24 May 2007 22:20:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>Agreed. I have recorded a bit of classical guitar in my time and compressing

>it does change it for the worse, IMO. The attack is what it is all about

>with classical/flamenco guitars. String noise is another natural artifact
of

>classical guitar (assuming that the Low E, A and D are round wound). Most

>classical guitarists I've worked with were total reverb freaks, wanting
to

>wash the the guitar until it sounded like it was recorded in some cathedral.

>If you've got a vocalist involved, beware of this or you'll get a very

>unnatural soundstage unless you want the vocalist to sound like she's in
a

>cathedral too.

>

>

>"wireline" <brainless@nospam.org> wrote in message [news:4655e8a3\\$1@linux...](mailto:news:4655e8a3$1@linux...)

>>

>> Most classical things I've recorded were left alone, or at the most had

a

>> touch of limiting if mixed hit...nylong string guitars are not known for

>> their sustain, so artificially adding it with compression will likely
make

>> for an artificial sound...

>>

>> Flying by the seat of your pants is a good thing with most guitars, anyway

>> - there are no rules, and nothing is really right or wrong.

>>

>> Just an opinion.

>>

>> "Brandon" <a@a.com> wrote:

>>>

>>>

>>>Hello all,

>>>

>>>I am recording some nylon guitars.

>>>Music is simple..just nylon guitars and female vox.

>>>Anyone have any links to articles on mixing such a project or nylon =

>>>guitars at the very least.
>>>Compression, limiting, ideas?
>>>I got various soft comps.
>>>I tracked with minimal compression using a RNC...2db of comp at the =
>>>most.
>>>I still think it could benefit from more.
>>>Or maybe multiband compression.
>>>I havent ever seen any learning materials on this subject so I am kinda
>>>flyin by the seat of my pants.
>>>I want to make the guitars as smooth and classical sounding as =
>>>possible.
>>>I guess I mean commercial. But Classical Commercial not pop commercial.
>>>Any help would be much appreciated.
>>>
>>>
>>>--=20
>>>Thanks,
>>>
>>>Brandon
>>>
>>><!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 6.00.6000.16441" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV>Hello all,</DIV>
>>><DIV> </DIV>
>>><DIV>I am recording some nylon guitars.</DIV>
>>><DIV>Music is simple..just nylon guitars and female=20
>>>vox.</DIV>
>>><DIV>Anyone have any links to articles on mixing such
>> =
>>>a project=20
>>>or nylon guitars at the very least.</DIV>
>>><DIV>Compression, limiting, ideas?</DIV>
>>><DIV>I got various soft comps.</DIV>
>>><DIV>I tracked with minimal compression using a =
>>>RNC...2db of=20
>>>comp at the most.</DIV>
>>><DIV>I still think it could benefit from =
>>>more.</DIV>
>>><DIV>Or maybe multiband compression.</DIV>
>>><DIV>I havent ever seen any learning materials on =
>>>this subject=20
>>>so I am kinda</DIV>

```
>>><DIV><FONT face=3DArial>flyin by the seat of my pants.</FONT></DIV>
>>><DIV><FONT face=3DArial>I want to make the guitars as smooth and =
>>>classical=20
>>>sounding as possible.</FONT></DIV>
>>><DIV><FONT face=3DArial>I guess I mean commercial. But Classical =
>>>Commercial not=20
>>>pop commercial.</FONT></DIV>
>>><DIV><FONT face=3DArial>Any help would be much appreciated.</FONT></DIV>
>>><DIV><FONT face=3DArial></FONT> </DIV><FONT face=3DArial>
>>><DIV><BR>-- <BR>Thanks,</DIV>
>>><DIV> </DIV>
>>><DIV>Brandon </FONT></DIV></BODY></HTML>
>>>
>>>
>>
>
>
```

Subject: Re: Nylon guitar mixing
Posted by [John \[1\]](#) on Thu, 24 May 2007 22:20:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ride the faders instead of compressing.

Subject: Re: Nylon guitar mixing
Posted by [Neil](#) on Fri, 25 May 2007 01:00:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, throwing my two cents into the mix would involve statements such as:

- a.) Compress it if you want to - just be aware that you're also going to increase finger noise as you do this... what used to be a "pluck!" becomes a "sssSSSHHPING!" on the high strings, and a "Thhwoom" on the wound strings if you're not careful.
- b.) You can minimize this by compressing to track & backing off on the mic distance a bit - that way you hear exactly what you're going to be getting as an end result, or closer to it than if you don't compress to track.
- c.) Use long-ish plate 'verbs with some low end rolled off if you're compressing & you want to use reverbs, it also helps to minimize or even eliminate early reflections & pre-delay - again this is a finger-noise issue: if you're compressing & hence

increasing finger-noise, if you're using s 'verb with a lot of predelay and or E/R, you're going to get little splatters & pings everywhere that will annoy the fuck out of you.

If you haven't already recorded the instrument, try this setup:

1.) SDC aimed at the neck joint about 1.5 to two feet away from the instrument - pointed either directly at the neck joint or angled slightly towards the body.

2.) LDC positioned about 1.5 to two feet back from the players right hand (assuming he's a righty), aimed essentially at the players' right hand (again, assuming he's a righty), and about a foot lower than the SDC... pretty much right around the bottom line of the guitar body, but angled up a bit towards the soundhole. This angle eliminates any direct reflections off the face of the body, thereby cutting boominess, and also allows you to get some floor reflections (assuming you have a wood floor), but using the LDC in this position still allows you get a get a fuller, more focused sound. If you have a couple of pretty accurate, not too heavily-colored mics, you can even pan them hard L&R & EQ them as closely as possible to get a nicer stereo effect than a "true" stereo mic setup. I've never failed to get a great acoustic guitar sound this way, whether you're talking nylon or bronze.

Neil

"Brandon" <a@a.com> wrote:

>

>

>Hello all,

>

>I am recording some nylon guitars.

>Music is simple..just nylon guitars and female vox.

>Anyone have any links to articles on mixing such a project or nylon =

>guitars at the very least.

>Compression, limiting, ideas?

>I got various soft comps.

>I tracked with minimal compression using a RNC...2db of comp at the =

>most.

>I still think it could benefit from more.

>Or maybe multiband compression.

>I havent ever seen any learning materials on this subject so I am kinda

>flyin by the seat of my pants.

>I want to make the guitars as smooth and classical sounding as =

>possible.

>I guess I mean commercial. But Classical Commercial not pop commercial.

>Any help would be much appreciated.

>

>

>--=20

>Thanks,

>

>Brandon

>

><!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 6.00.6000.16441" name=3DGENERATOR>

><STYLE></STYLE>

></HEAD>

><BODY bgColor=3D#ffffff>

><DIV>Hello all,</DIV>

><DIV>I am recording some nylon guitars.</DIV>

><DIV>Music is simple..just nylon guitars and female=20

>vox.</DIV>

><DIV>Anyone have any links to articles on mixing such

=

>a project=20

>or nylon guitars at the very least.</DIV>

><DIV>Compression, limiting, ideas?</DIV>

><DIV>I got various soft comps.</DIV>

><DIV>I tracked with minimal compression using a =

>RNC...2db of=20

>comp at the most.</DIV>

><DIV>I still think it could benefit from =

>more.</DIV>

><DIV>Or maybe multiband compression.</DIV>

><DIV>I havent ever seen any learning materials on =

>this subject=20

>so I am kinda</DIV>

><DIV>flyin by the seat of my pants.</DIV>

>classical=20

>sounding as possible.</DIV>

><DIV>I guess I mean commercial. But Classical =

>Commercial not=20

>pop commercial.</DIV>

><DIV>Any help would be much appreciated.</DIV>

><DIV>
--
Thanks,</DIV>

><DIV>Brandon </DIV></BODY></HTML>

>
>

Subject: Re: Nylon guitar mixing
Posted by [brandon\[2\]](#) on Fri, 25 May 2007 01:42:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Niel.

The instruments are recorded already.

I recorded them just like you said here:

1.) SDC aimed at the neck joint about 1.5 to two feet away from the instrument - pointed either directly at the neck joint or angled slightly towards the body.

There is just enough low end for my liking.

We used one nylon acoustic and this guitar player loves his Godin Midi nylon guitar. So... since it projects relatively well for not having a sound hole I miced it with with a SDC pointed at the body of the guitar below the right picking hand.

In hindsight I should have used a LDC, but ow well.. It sounds suprisenly nice. It is bright , but still sounds like a nylon acoustic. I am panning them hard left and right currently.

I will try out the verb suggestions you made.

So is EQing the tracks close to identical improve stereo image in this case or any other? I had nver heard of that.

Very interesting.

I always thought contrast was cool. One side kinda bright and the other kinda bassy.

Thanks,

B

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

>

>Well, throwing my two cents into the mix would involve
>statements such as:

>

>a.) Compress it if you want to - just be aware that you're also
>going to increase finger noise as you do this... what used to
>be a "pluck!" becomes a "sssSSSHHPING!" on the high strings,
>and a "Thhwoom" on the wound strings if you're not careful.

>

>b.) You can minimize this by compressing to track & backing off

>on the mic distance a bit - that way you hear exactly what
>you're going to be getting as an end result, or closer to it
>than if you don't compress to track.

>

>c.) Use long-ish plate 'verbs with some low end rolled off if
>you're compressing & you want to use reverbs, it also helps to
>minimize or even eliminate early reflections & predelay - again
>this is a finger-noise issue: if you're compressing & hence
>increasing finger-noise, if you're using s 'verb with a lot of
>pdelay and or E/R, you're going to get little splatters &
>pings everywhere that will annoy the fuck out of you.

>

>If you haven't already recorded the instrument, try this setup:

>

>1.) SDC aimed at the neck joint about 1.5 to two feet away from
>the instrument - pointed either directly at the neck joint or
>angled slightly towards the body.

>

>2.) LDC positioned about 1.5 to two feet back from the players
>right hand (assuming he's a righty), aimed essentially at the
>players' right hand (again, assuming he's a righty), and about
>a foot lower than the SDC... pretty much right around the
>bottom line of the guitar body, but angled up a bit towards the
>soundhole. This angle eliminates any direct reflections off the
>face of the body, thereby cutting boominess, and also allows you
>to get some floor reflections (assuming you have a wood floor),
>but using the LDC in this position still allows you get a get a
>fuller, more focused sound. If you have a couple of pretty
>accurate, not too heavily-colored mics, you can even pan them
>hard L&R & EQ them as closely as possible to get a nicer stereo
>effect than a "true" stereo mic setup. I've never failed to get
>a great acoustic guitar sound this way, whether you're talking
>nylon or bronze.

>

>Neil

>

>"Brandon" <a@a.com> wrote:

>>

>>

>>Hello all,

>>

>>I am recording some nylon guitars.

>>Music is simple..just nylon guitars and female vox.

>>Anyone have any links to articles on mixing such a project or nylon =
>>guitars at the very least.

>>Compression, limiting, ideas?

>>I got various soft comps.

>>I tracked with minimal compression using a RNC...2db of comp at the =

>>most.
>>I still think it could benefit from more.
>>Or maybe multiband compression.
>>I havent ever seen any learning materials on this subject so I am kinda
>>flyin by the seat of my pants.
>>I want to make the guitars as smooth and classical sounding as =
>>possible.
>>I guess I mean commercial. But Classical Commercial not pop commercial.
>>Any help would be much appreciated.
>>
>>
>>--=20
>>Thanks,
>>
>>Brandon
>>
>><!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 6.00.6000.16441" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV>Hello all,</DIV>

>><DIV>I am recording some nylon guitars.</DIV>
>><DIV>Music is simple..just nylon guitars and female=20
>>vox.</DIV>
>><DIV>Anyone have any links to articles on mixing such
>=
>>a project=20
>>or nylon guitars at the very least.</DIV>
>><DIV>Compression, limiting, ideas?</DIV>
>><DIV>I got various soft comps.</DIV>
>><DIV>I tracked with minimal compression using a =
>>RNC...2db of=20
>>comp at the most.</DIV>
>><DIV>I still think it could benefit from =
>>more.</DIV>
>><DIV>Or maybe multiband compression.</DIV>
>><DIV>I havent ever seen any learning materials on =
>>this subject=20
>>so I am kinda</DIV>
>><DIV>flyin by the seat of my pants.</DIV>

>>classical=20
>>sounding as possible.</DIV>

>><DIV>I guess I mean commercial. But Classical =
>>Commercial not=20
>>pop commercial.</DIV>
>><DIV>Any help would be much appreciated.</DIV>

>><DIV>
--
Thanks,</DIV>

>><DIV>Brandon </DIV></BODY></HTML>

>>
>>
>

Subject: Re: Nylon guitar mixing
Posted by [neil\[1\]](#) on Fri, 25 May 2007 01:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

"brandon" <a@a.com> wrote:
>So is EQing the tracks close to identical improve stereo image in this case
>or any other?

Yeah, mainly so it's closer to stereo-sounding than having a dramatic difference in tone between the two channels if you're doing any hard panning... there's still enough difference between a U87 & a 451 (for example) so that even if you EQ them closely, you're going to have a more dramatic image than a straight-up "true" stereo one, but if you like boomy on the left & twinkly on the right, then go for it! Like someone else said, there are no real rules (well, except for the Rule of Thirds, but I've always tended to call that the "Suggestion of Thirds", anyway lol).

Neil

Subject: Re: Nylon guitar mixing
Posted by [brandon\[2\]](#) on Fri, 25 May 2007 02:04:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil,

I am going to try it.
Thanks.

b

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

>

>"brandon" <a@a.com> wrote:

>>So is EQing the tracks close to identical improve stereo image in this case

>>or any other?

>

>Yeah, mainly so it's closer to stereo-sounding than having a

>dramatic difference in tone between the two channels if you're

>doing any hard panning... there's still enough difference

>between a U87 & a 451 (for example) so that even if you EQ them

>closely, you're going to have a more dramatic image than a

>straight-up "true" stereo one, but if you like boomy on the

>left & twinkly on the right, then go for it! Like someone else

>said, there are no real rules (well, except for the Rule of

>Thirds, but I've always tended to call that the "Suggestion of

>Thirds", anyway lol).

>

>Neil

Subject: Re: Nylon guitar mixing

Posted by [Bill L](#) on Fri, 25 May 2007 02:49:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

All very good suggestions. I would also find a track by someone else that you really like and try to match it with EQ and verb, etc.

Bill

Brandon wrote:

> Hello all,

>

> I am recording some nylon guitars.

> Music is simple..just nylon guitars and female vox.

> Anyone have any links to articles on mixing such a project or nylon

> guitars at the very least.

> Compression, limiting, ideas?

> I got various soft comps.

> I tracked with minimal compression using a RNC...2db of comp at the most.

> I still think it could benefit from more.

> Or maybe multiband compression.

> I havent ever seen any learning materials on this subject so I am kinda

> flyin by the seat of my pants.

> I want to make the guitars as smooth and classical sounding as possible.

> I guess I mean commercial. But Classical Commercial not pop commercial.

> Any help would be much appreciated.

>

>
> --
> Thanks,
>
> Brandon

Subject: Re: Nylon guitar mixing
Posted by [neil\[1\]](#) on Fri, 25 May 2007 03:11:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bill L <bill@billlorentzen.com> wrote:
>All very good suggestions. I would also find a track by someone else
>that you really like and try to match it with EQ and verb, etc.

Like maybe THIS one....? :D

<http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>

(recorded this around '90-'91... classical guitar comes in at about 30 seconds in - I guess I coulda cut it down some, but the intro's nice to listen to :) - I don't think the guys who were in this band would mind if I posted a short clip. IIRC, this was Fernandez classical mic'ed with a U87 & a 451 as I described earlier. It's a hi-rez mp3 file, and if you have good monitors you should even be able to hear some click track headphone leakage (thanks to those crap AKG baffled cans we were using).

Neil

Subject: Re: Nylon guitar mixing
Posted by [brandon\[2\]](#) on Fri, 25 May 2007 14:06:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0031_01C79EAB.ED47CB50
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Neil,

That guitar sounds nice man.
Very much what I am looking to emulate.

What kinda processing was done on it.
Just limiting, EQ, Verb?
What processors?
I like the punch it has in the low end.
It is natural but has a punch to it ...but doesn't
really sound compressed.
At least on my computer speakers.

--=20
Thanks,

Brandon=20

"Neil" <IOUOIU@OIU.com> wrote in message news:465653d5\$1 @linux...

Bill L <bill@billlorentzen.com> wrote:
>All very good suggestions. I would also find a track by someone else=20
>that you really like and try to match it with EQ and verb, etc.

Like maybe THIS one....? :D

<http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>

(recorded this around '90-'91... classical guitar comes in at
about 30 seconds in - I guess I coulda cut it down some, but
the intro's nice to listen to :) - I don't think the guys who
were in this band would mind if I posted a short clip. IIRC,
this was Fernandez classical mic'ed with a U87 & a 451 as I
described earlier. It's a hi-rez mp3 file, and if you have good
monitors you should even be able to hear some click track
headphone leakage (thanks to those crap AKG baffled cans we
were using).

Neil

-----=_NextPart_000_0031_01C79EAB.ED47CB50

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!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 6.00.6000.16441" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
```

<DIV>Neil,</DIV>
<DIV> </DIV>
<DIV>That guitar sounds nice man.</DIV>
<DIV>Very much what I am looking to =
emulate.</DIV>
<DIV>What kinda processing was done on =
it.</DIV>
<DIV>Just limiting,EQ,Verb?</DIV>
<DIV>What processors?</DIV>
<DIV>I like the punch it has in the low =
end.</DIV>
<DIV>It is natural but has a punch to it ...but=20
soesn't</DIV>
<DIV>really sound compressed.</DIV>
<DIV>At least on my computer speakers.</DIV>
<DIV>
--
Thanks,</DIV>
<DIV> </DIV>
<DIV>Brandon </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Neil" <<A =
href=3D"mailto:IOUOIU@OIU.com">IOUOIU@OIU.com> wrote=20
 in message <A=20
 =
href=3D"news:465653d5\$1 @linux">news:465653d5\$1 @linux...</DIV>
Bill=
L=20
 <<A =
href=3D"mailto:bill@billlorentzen.com">bill@billlorentzen.com>=20
 wrote:
>All very good suggestions. I would also find a track by =
someone=20
 else
>that you really like and try to match it with EQ and =
verb,=20
 etc.

Like maybe THIS one....? :D

<A=20
 =
href=3D"http://saqqararecords.com/MiscAudio/2B-LCclip.mp3">http://saqqara=
records.com/MiscAudio/2B-LCclip.mp3

(recorded=20
 this around '90-'91... classical guitar comes in at
about 30 =
seconds in - l=20
 guess I coulda cut it down some, but
the intro's nice to listen to =
) - l=20
 don't think the guys who
were in this band would mind if I posted a =
short=20
 clip. IIRC,
this was Fernadez classical mic'ed with a U87 & amp; a =
451 as=20
 l
described earlier. It's a hi-rez mp3 file, and if you have=20

good
monitors you should even be able to hear some click =
track
headphone=20
leakage (thanks to those crap AKG baffled cans we
were=20
using).

Neil</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0031_01C79EAB.ED47CB50--

Subject: Re: Nylon guitar mixing
Posted by [Neil](#) on Fri, 25 May 2007 17:28:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Brandon - That was a long time ago, and I don't remember specifically what kind of processing it had (and I'm a horrible note-taker in the studio... unless it's something I'm doing that's way out of the ordinary, I always figure I can get "that" sound again or close enough to it just by ear, if I ever need to). That said, if you listen to it, you can tell it's pretty much what I outlined earlier in the thread... some compression, but not a ton, some plate-ish 'verb with the early reflections & predelay minimized, and that's really it.

Neil

"Brandon" <a@a.com> wrote:

>
>
>Neil,
>
>That guitar sounds nice man.
>Very much what I am looking to emulate.
>What kinda processing was done on it.
>Just limiting,EQ,Verb?
>What processors?
>I like the punch it has in the low end.
>It is natural but has a punch to it ...but soesn't
>really sound compressed.
>At least on my computer speakers.
>
>--=20
>Thanks,
>
>Brandon=20
>
>
> "Neil" <IOUOIU@OIU.com> wrote in message news:465653d5\$1 @linux...
>
> Bill L <bill@billlorentzen.com> wrote:
> >All very good suggestions. I would also find a track by someone else=20

> >that you really like and try to match it with EQ and verb, etc.

>

> Like maybe THIS one....? :D

>

> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>

>

> (recorded this around '90-'91... classical guitar comes in at
> about 30 seconds in - I guess I coulda cut it down some, but
> the intro's nice to listen to :) - I don't think the guys who
> were in this band would mind if I posted a short clip. IIRC,
> this was Fernadez classical mic'ed with a U87 & a 451 as I
> described earlier. It's a hi-rez mp3 file, and if you have good
> monitors you should even be able to hear some click track
> headphone leakage (thanks to those crap AKG baffled cans we
> were using).

>

> Neil

>

```
><!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 6.00.6000.16441" name=3DGENERATOR>
```

```
><STYLE></STYLE>
```

```
></HEAD>
```

```
><BODY bgColor=3D#ffffff>
```

```
><DIV><FONT face=3DArial>Neil,</FONT></DIV>
```

```
><DIV><FONT face=3DArial>That guitar sounds nice man.</FONT></DIV>
```

```
><DIV><FONT face=3DArial>Very much what I am looking to =  
>emulate.</FONT></DIV>
```

```
><DIV><FONT face=3DArial>What kinda processing was done on =  
>it.</FONT></DIV>
```

```
><DIV><FONT face=3DArial>Just limiting,EQ,Verb?</FONT></DIV>
```

```
><DIV><FONT face=3DArial>What processors?</FONT></DIV>
```

```
><DIV><FONT face=3DArial>I like the punch it has in the low =  
>end.</FONT></DIV>
```

```
><DIV><FONT face=3DArial>It is natural but has a punch to it ...but=20  
>soesn't</FONT></DIV>
```

```
><DIV><FONT face=3DArial>really sound compressed.</FONT></DIV>
```

```
><DIV><FONT face=3DArial>At least on my computer speakers.</FONT></DIV>
```

```
><DIV><BR>-- <BR>Thanks,</DIV>
```

```
><DIV>Brandon </DIV>
```

```
><BLOCKQUOTE=20
```

```
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
```

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Neil" <<A =
>href=3D"mailto:IOUOIU@OIU.com">IOUOIU@OIU.com> wrote=20
> in message <A=20
> =
>href=3D"news:465653d5\$1 @linux">news:465653d5\$1 @linux...</DIV>
Bill=
> L=20
> <<A =
>href=3D"mailto:bill@billlorentzen.com">bill@billlorentzen.com>=20
> wrote:
>All very good suggestions. I would also find a track by =
>someone=20
> else
>that you really like and try to match it with EQ and =
>verb,=20

> =
>href=3D"http://saqqararecords.com/MiscAudio/2B-LCclip.mp3">http://saqqara=
>records.com/MiscAudio/2B-LCclip.mp3

(recorded=20
> this around '90-'91... classical guitar comes in at
about 30 =
>seconds in - l=20
> guess I coulda cut it down some, but
the intro's nice to listen to
=
>:) - l=20
> don't think the guys who
were in this band would mind if I posted a
=
>short=20
> clip. IIRC,
this was Fernadez classical mic'ed with a U87 & a =
>451 as=20
> l
described earlier. It's a hi-rez mp3 file, and if you have=20
> good
monitors you should even be able to hear some click =
>track
headphone=20
> leakage (thanks to those crap AKG baffled cans we
were=20
>using).

Neil</BLOCKQUOTE></BODY></HTML>
>
>

Subject: Re: Nylon guitar mixing
Posted by [Bill L](#) on Sat, 26 May 2007 12:23:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Neil, beautiful piece! Is is you playing? Great guitar sound.

Neil wrote:

> Bill L <bill@billlorentzen.com> wrote:
>> All very good suggestions. I would also find a track by someone else
>> that you really like and try to match it with EQ and verb, etc.
>
> Like maybe THIS one....? :D

>
> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>
>
> (recorded this around '90-'91... classical guitar comes in at
> about 30 seconds in - I guess I coulda cut it down some, but
> the intro's nice to listen to :) - I don't think the guys who
> were in this band would mind if I posted a short clip. IIRC,
> this was Fernandez classical mic'ed with a U87 & a 451 as I
> described earlier. It's a hi-rez mp3 file, and if you have good
> monitors you should even be able to hear some click track
> headphone leakage (thanks to those crap AKG baffled cans we
> were using).
>
> Neil

Subject: Re: Nylon guitar mixing
Posted by [chuck duffy](#) on Sat, 26 May 2007 15:22:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil,

That guitar is tasty. I like to say tasty :-)

Chuck

Bill L <bill@billlorentzen.com> wrote:

>Hey Neil, beautiful piece! Is is you playing? Great guitar sound.

>

>Neil wrote:

>> Bill L <bill@billlorentzen.com> wrote:

>>> All very good suggestions. I would also find a track by someone else

>>> that you really like and try to match it with EQ and verb, etc.

>>

>> Like maybe THIS one....? :D

>>

>> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>

>>

>> (recorded this around '90-'91... classical guitar comes in at
>> about 30 seconds in - I guess I coulda cut it down some, but
>> the intro's nice to listen to :) - I don't think the guys who
>> were in this band would mind if I posted a short clip. IIRC,
>> this was Fernandez classical mic'ed with a U87 & a 451 as I
>> described earlier. It's a hi-rez mp3 file, and if you have good
>> monitors you should even be able to hear some click track
>> headphone leakage (thanks to those crap AKG baffled cans we
>> were using).

>>
>> Neil

Subject: Re: Nylon guitar mixing
Posted by [Nil](#) on Sat, 26 May 2007 15:42:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Chuckster... And, Bill, no that's not me playing, I just engineered that one. There's a lot of tasty electric playing on that CD too, the guy's a very clean & articulate player & his brother - who played on it, too - is simply a monster on bass. They were kind of a fusion band mainly, & had live drums on most of the tunes but they used programmed drums on a couple of 'em (like the one that the clip is from).

Neil

"chuck duffy" <c@c.com> wrote:

>
>Neil,
>
>That guitar is tasty. I like to say tasty :-)
>
>Chuck
>
>Bill L <bill@billlorentzen.com> wrote:
>>Hey Neil, beautiful piece! Is is you playing? Great guitar sound.
>>
>>Neil wrote:
>>> Bill L <bill@billlorentzen.com> wrote:
>>>> All very good suggestions. I would also find a track by someone else
>
>>>> that you really like and try to match it with EQ and verb, etc.
>>>
>>> Like maybe THIS one....? :D
>>>
>>> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>
>>>
>>> (recorded this around '90-'91... classical guitar comes in at
>>> about 30 seconds in - I guess I coulda cut it down some, but
>>> the intro's nice to listen to :) - I don't think the guys who
>>> were in this band would mind if I posted a short clip. IIRC,
>>> this was Fernadez classical mic'ed with a U87 & a 451 as I
>>> described earlier. It's a hi-rez mp3 file, and if you have good
>>> monitors you should even be able to hear some click track
>>> headphone leakage (thanks to those crap AKG baffled cans we

>>> were using).

>>>

>>> Neil

>

Subject: Re: Nylon guitar mixing

Posted by [Neil](#) on Sat, 26 May 2007 15:46:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chuck, I meant to say: "Thanks, but I can only take credit for the sound of it"!

:)

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

>

>Thanks Chuckster... And, Bill, no that's not me playing, I just
>engineered that one. There's a lot of tasty electric playing on
>that CD too, the guy's a very clean & articulate player & his
>brother - who played on it, too - is simply a monster on bass.
>They were kind of a fusion band mainly, & had live drums on
>most of the tunes but they used programmed drums on a couple
>of 'em (like the one that the clip is from).

>

>Neil

>

>

>"chuck duffy" <c@c.com> wrote:

>>

>>Neil,

>>

>>That guitar is tasty. I like to say tasty :-)

>>

>>Chuck

>>

>>Bill L <bill@billlorentzen.com> wrote:

>>>Hey Neil, beautiful piece! Is is you playing? Great guitar sound.

>>>

>>>Neil wrote:

>>>> Bill L <bill@billlorentzen.com> wrote:

>>>>> All very good suggestions. I would also find a track by someone else

>>

>>>>> that you really like and try to match it with EQ and verb, etc.

>>>>

>>>> Like maybe THIS one....? :D

>>>>
>>>> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>
>>>>
>>>> (recorded this around '90-'91... classical guitar comes in at
>>>> about 30 seconds in - I guess I coulda cut it down some, but
>>>> the intro's nice to listen to :) - I don't think the guys who
>>>> were in this band would mind if I posted a short clip. IIRC,
>>>> this was Fernandez classical mic'ed with a U87 & a 451 as I
>>>> described earlier. It's a hi-rez mp3 file, and if you have good
>>>> monitors you should even be able to hear some click track
>>>> headphone leakage (thanks to those crap AKG baffled cans we
>>>> were using).
>>>>
>>>> Neil
>>
>

Subject: Re: Nylon guitar mixing
Posted by [Deej \[4\]](#) on Sat, 26 May 2007 18:09:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's a clip of what was a very nice recording of a classical guitar before the musician got his hands on the SIR plugin and a Distressor. Happens every time. Do not let the guitarist in the control room after he plays

;))

"Neil" <OIUOIU@OIU.com> wrote in message news:4658564f\$1@linux...

>
> Chuck, I meant to say: "Thanks, but I can only take credit for
> the sound of it!"
>
> :)
>
>
>
> "Neil" <IUOIU@OIU.com> wrote:
>>
>>Thanks Chuckster... And, Bill, no that's not me playing, I just
>>engineered that one. There's a lot of tasty electric playing on
>>that CD too, the guy's a very clean & articulate player & his
>>brother - who played on it, too - is simply a monster on bass.
>>They were kind of a fusion band mainly, & had live drums on
>>most of the tunes but they used programmed drums on a couple
>>of 'em (like the one that the clip is from).
>>

>>Neil
>>
>>
>>"chuck duffy" <c@c.com> wrote:
>>>
>>>Neil,
>>>
>>>That guitar is tasty. I like to say tasty :-)
>>>
>>>Chuck
>>>
>>>Bill L <bill@billlorentzen.com> wrote:
>>>>Hey Neil, beautiful piece! Is is you playing? Great guitar sound.
>>>>
>>>>Neil wrote:
>>>>> Bill L <bill@billlorentzen.com> wrote:
>>>>>> All very good suggestions. I would also find a track by someone else
>>>>>>
>>>>>> that you really like and try to match it with EQ and verb, etc.
>>>>>>
>>>>>> Like maybe THIS one....? :D
>>>>>>
>>>>>> <http://saqqararecords.com/MiscAudio/2B-LCclip.mp3>
>>>>>>
>>>>>> (recorded this around '90-'91... classical guitar comes in at
>>>>>> about 30 seconds in - I guess I coulda cut it down some, but
>>>>>> the intro's nice to listen to :) - I don't think the guys who
>>>>>> were in this band would mind if I posted a short clip. IIRC,
>>>>>> this was Fernadez classical mic'ed with a U87 & a 451 as I
>>>>>> described earlier. It's a hi-rez mp3 file, and if you have good
>>>>>> monitors you should even be able to hear some click track
>>>>>> headphone leakage (thanks to those crap AKG baffled cans we
>>>>>> were using).
>>>>>>
>>>>>> Neil
>>>>
>>>
>>
>

File Attachments

1) [TacoBell.mp3](#), downloaded 66 times
