



10 Tips: Mixing in Soundtrap

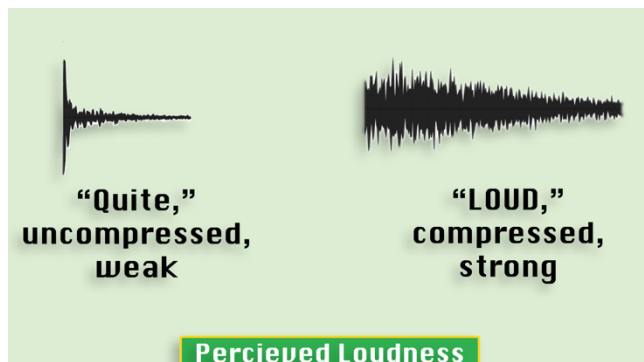
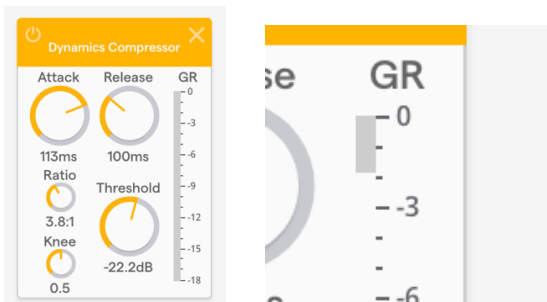
Secret Video: <https://youtu.be/1bKNH6ROdN8>

FROG TONE

1: COMPRESS!

Use the Dynamic compressor and Compress! Make sure the “Threshold” knob is set down far enough so that the gray bar under “GR” is showing. If the gray bar isn't showing, you're not even using the compressor! Mess around with the setting, paying attention mostly to “Attack” time, “Ratio,” and “Threshold.”

Using Compressors makes things a more consistent volume by bring the volume of the quite parts closer to the volume of the louder parts. Because of this, it makes instruments seem louder and stronger when used properly.



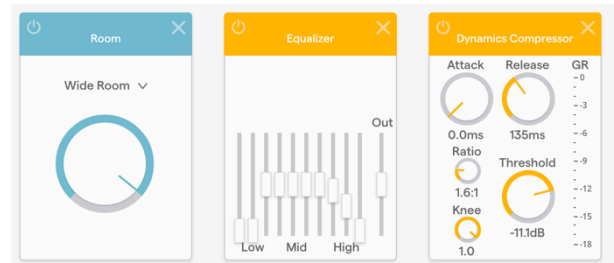
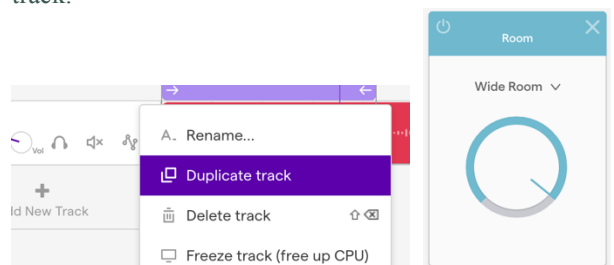
2: Use Parallel Reverb Tracks

For the best sounding reverb, you can get in Soundtrap (especially on vocals), create a separate “parallel” track for only the reverb.

Do this by Duplicating a track, then putting a reverb plugin on 100% on the new track, then turning this reverb track down in volume.

Once you have these two tracks, you can add effects, equalizers, compressors, delays, and even more reverbs onto one track without effecting the other.

Below are some settings I usually put on my new reverb track.



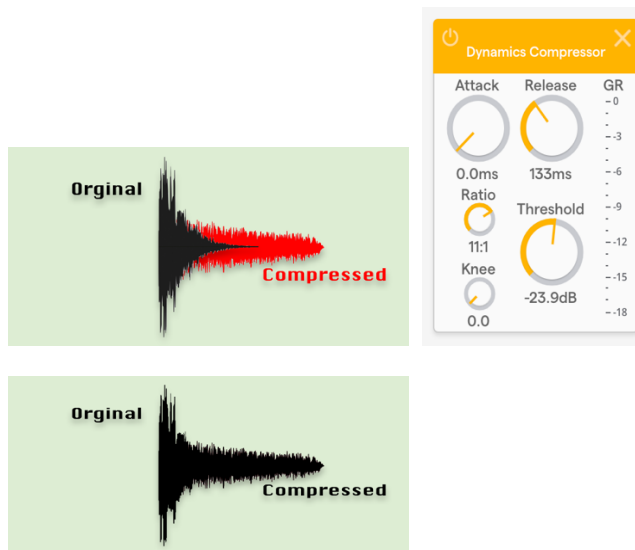
3: Use Parallel Compressor tracks (vocals & drums)

Parallel Compressor tracks serve a different purpose than Reverb tracks.

As you can see below, laying a compressed sound over an uncompressed sound at a lower volume provides the thick, strong, powerful, compressed body, without changing the shape of the sound too much from the original.

Create this the same way you've created the parallel reverb track, by duplicating a vocal or drum track, then adding the heavy compressors to the new track, then lowering the volume of the new track down to taste.

Below are also some settings I use on parallel compressors when I've created my new track.

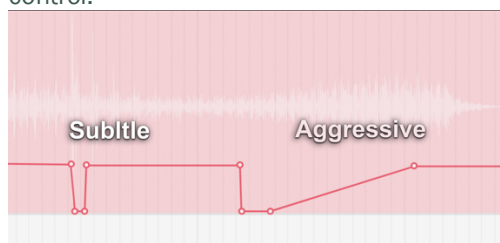


5: Volume Dip (sidechain)

To add impact to a sound, take it away from something else. To do this, take the Volume automation of a track of pull down the volume at a certain moment.

When a big moment in the song comes, sometimes I'll take a vocal and pull down the volume when the drums come in. Maybe dip a background instrument in order to make a vocal line shine for a second or two.

Most likely I will volume dip the bass/808 every time the kick drum hits (very subtly). This is commonly referred to as sidechaining. Actually, doing it this way with the volume automation has additional benefits over traditional ways of doing it, and you have a lot more control.

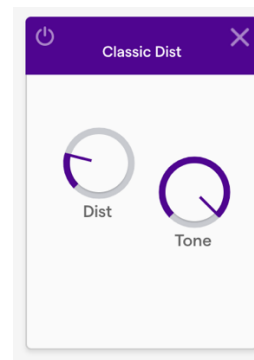


4: Distort the Bass!

Any songs, any style, always consider adding distortion to the bass instrument. You bring out the character, quality, and tone of the bass instrument a lot more. Its also absolutely essential for an 808 if it isn't already distorted.

Without distortion you also can't even hear the bass instrument in small speakers! The range of small phone or computer speakers isn't low enough to pick up more undistorted bass sounds.

Below is the plugin and setting I use for bass distortion in Soundtrap. Like with any effect, go Subtle at first!

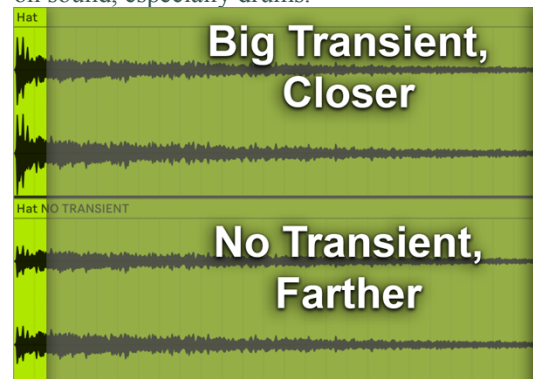


6: Create Depth with Compressors

With the "Attack" knob on a compressor, you can either push things farther away, or closer in the mix.

With a LONGER attack time, things seem CLOSER.
With a SHORTER attack time, things seem FARTHER.

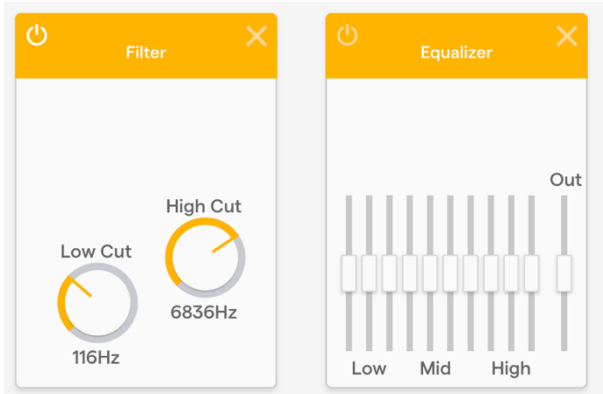
With a LONGER/CLOSER attack time we are increasing the transients, the **first part** of the sound. You'll see below how transients have a massive effect on sound, especially drums.



7: **Create Depth with EQ (Equalizer)**

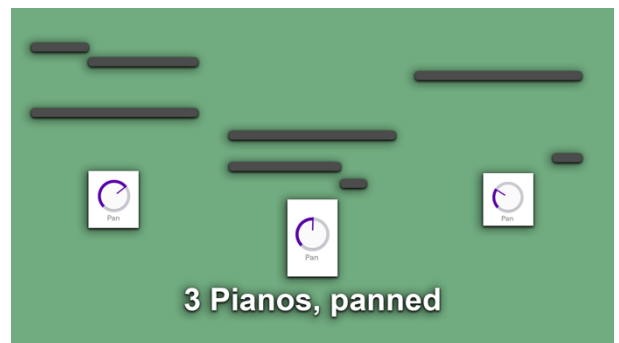
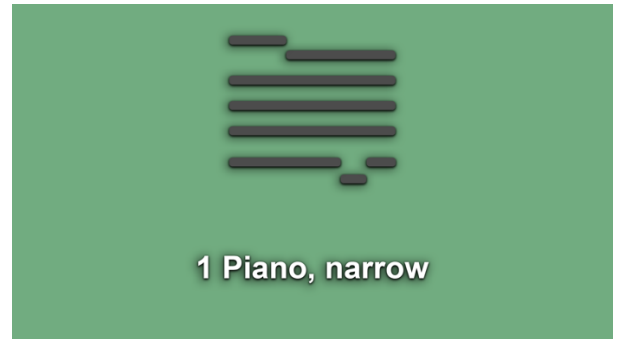
Another way to make things seem further back, or closer in the mix if to control it with high end eq.

Taking off the High and Low end of an EQ with make it seem further back in the mix. This effect can be done with the “Equalizer” or “Filter” plugins best.



8: **Double-Track for Width**

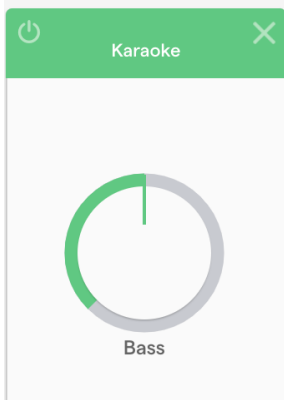
My Favorite Tip! * Creating width in a mix is one of the first thing things makes something sound professional. The diagram below shows how to take a sound, split it into different track (duplicating the track), and pan them to create natural sounding width.



9: **“Preview” Tracks with Karaoke**

To make seems wider, you can make other things seem narrower with Karaoke.

Adding karaoke to an existing wide sound makes it narrow, and a little far away with eq. By contrasting a closer, wide sound, karaoke sounds good right next to it. By “Preview” I mean exactly that, playing a track with karaoke on it, then going into an identical track with karaoke will make it stand out so much more.



10: **LAYER LAYER LAYER**

Maybe the most important tip that makes things sound better in Soundtrap is to LAYER sounds on top of each for interest, natural compression, width, and richness.

Duplicate a track (like almost every other tip on here) and place another instrument in the same space as the original, therefore playing both of the sound at the same time/layering.

The diagram below shows me layering 4 (maybe 5-6) snare drums in one beat to create richness. While this is a little overkill, the sound speaks for itself.

**Bonus Tip: use the “Freeze” option in track settings in order to speed up your computer when using a bunch of tracks Soundtrap.

