

Using Effects via Aux Sends



Mixing includes:

- Balancing **volume levels** of all your tracks
- **Panning** each sound in the stereo field
- Adding **dynamics** (compressors/gates) to control signals
- Adding **EQ** (equalization) to carve out sonic space for each instrument/sound.
- Adding **effects** like reverb, delay, and modulation

Inserts vs. Sends

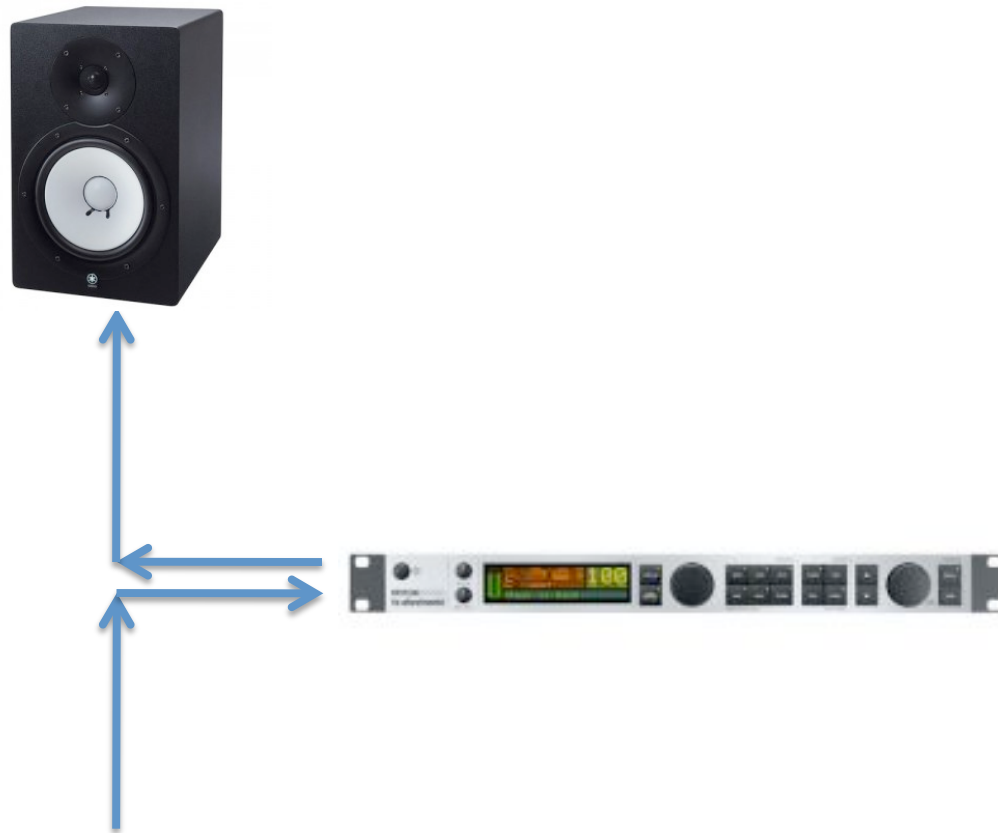
There are two ways to process the sounds in your session:

Inserts & Sends

While they accomplish similar goals, they are different and there are times when each is more appropriate for the purpose.

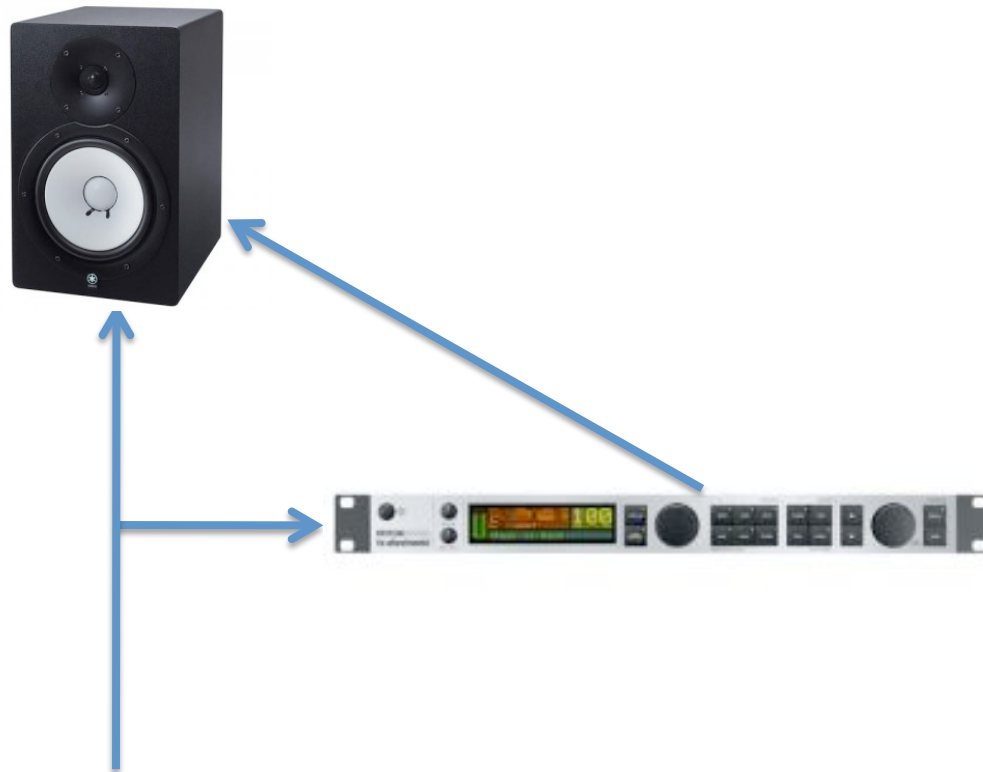
Inserts vs. Sends

An **insert** is a way of adding an effect/processor “in line.” That means the entire signal of the track goes through an “effect box” and returns to the channel strip. Some effects will allow you to blend the “dry” sound with the affected one, but not all.



Inserts vs. Sends

A **send** is also a way to redirect a signal, but in this case, a duplicate of the sound is sent to the “effect box” while the original continues on to the assigned output. The affected sound comes back into the board at another place (an aux track), allowing you to blend the “wet” signal with the original “dry” signal.



There are no absolute rules for which effects should go through inserts or sends, but there are some common practices.

Effects that get inserted: Dynamics like compressors, gates, limiters, and equalization, filters, etc.

Effects that go through sends: Reverb and any other effect you want to share across your mix

To be determined based on application: Just about everything else (delay, chorus, flanger, etc).

To add an effect via a **send**:

1. Go to **Track** and create a new **Stereo Aux Track**. This track will be the “return” or “host” for your effect.
2. Move the track to the right-hand side of your mix window by clicking on the **name plate** and dragging the track to the right. (Just to the left of the Master Fader)
3. Go to **View > Sends A-E** and click on **Send A** (this will change the display on the Mix Window so that you only see that one send’s controls).

4. Choose a track that has an instrument on it and in the sends section of the channel strip, **assign send “a” to Bus 1-2**
5. On the **Aux Track** you created, change the **input (I/O)** to **Bus 1-2**
6. On the same **Aux Track**, insert the reverb effect, **D-Verb** into **Insert A**
7. Back on the **instrument track**, raise the fader on **Send A**. This is the amount of signal you are sending to Bus 1-2 (reverb). As this signal increases, you will hear the effect (and see the VU’s) on the Aux Track.

To add an effect via an **insert**:

1. On any given track (audio or instrument) insert a chosen effects plug-in. You will hear it immediately.