

# VOCAL EFFECTS CHEAT SHEET



## REVERB VS DELAY

- Generally, you should rely more on delay than reverb to create space around the lead vocals
  - BUT a small amount of reverb is often combined with delay
  - It really depends on the genre and the vibe of the track
  - Just don't rely on reverb alone
  - In pop, mixers rely more on delays
    - However, reverb is making a comeback in the charts
  - But in acoustic genres, reverb is still heavily relied on
    - It's all about creating a realistic space
    - Putting the instruments in the same room
    - Creating a cohesive sound
- My go-to effect busses for lead vocals
  - Stereo Delay
    - Create a new effects buss
    - Send the lead vocal to that new buss
    - Add a stereo delay with 100% wetness
    - Set a low feedback (0-10%)
    - Different times on left and right (50-200ms)
      - Consider the tempo of the track
      - If it's fast, closer to 50ms
      - If slow, closer to 200ms
      - I normally start around 100-150ms
    - Adjust timing and volume to taste

- Mono Delay
  - Timed mono delay
  - Can have higher feedback if desired (0-30%)
  - Whole note (crotchet) or minim
  - Time manually if you want it to stand out more
- Plate Reverb
  - Really short decay time
  - For stereo width and sweetness, not noticeable reverb
- Reverb Throw
  - Long decay time
  - Can cut all the highs and boost the lows for a deep 'sub reverb throw'
  - Use as a spot effect (automate the send on the lead vocal buss)

## 8 ESSENTIAL REVERB TIPS

1. Use short decay times
2. Use one go-to plugin
3. Use reverb on a buss
4. Use less than you think, don't rely on it
5. Use delay instead, e.g. vocals or guitars
6. Reverb on delay channels
7. Use pre-delay for vocals or other forward parts
8. EQ the return, cut lows, mud, and experiment with boosting/cutting highs

## EFFECT THROWS

- Automate sends to bring in effects on the last word of a phrase or section
- Be creative - add flanging, chorusing and saturation to your effects
- Can also apply effects directly to the vocal for sections
  - e.g. the vocal telephone effect - cut all the lows and highs with filters, and add saturation

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