

## So now we've demonstrated how to add reverbs and such through the FX section (e.g. aux busses). But why?

Generally, running multiple VIs to one or two reverbs is a standard way to optimize workflow. Something like a compressor is generally tailored to each track, so those effects are placed on the track itself. But reverbs are a global concept where they are intended to blend everything together organically... not create a swirly mush of various halls and ambiances.

Just think, what if you wanted to change the pre-delay of your reverbs? Or maybe you wanted to add a delay to the reverb chain. Well, now it is in one place versus spread out across virtually tens of hundreds of tracks that would each need individually updated. Also, what if you wanted to EQ or compress your reverb? That's kind of a pro thing that most budding-pros overlook because they have to figure out how to get all of the routing to work. It is usually easier to take the path of least resistance and less headache. In return, mixes suffer from lack of attention to this detail.

So basically, you are getting a professional configuration just a right-click away. You're welcome.

Oh. You didn't say "thank you." That's okay. The "you're welcome" wasn't linear. Just remember we will be just as excited for you when you receive your hallelujah moment as to how incredible this feature is.

Onward soldier. Let's talk about those virtual orchestral and choir halls we skipped over.

