

The FX Section

As a whole, the FX section consists of the landing zone for all of the track outputs. If you chose “To Main Mix” on the track type, it will route to the channel with the big meters on it as seen in the image below. And, if you chose the different mic position outputs in the OTR Mapped track type, they will flow here too.

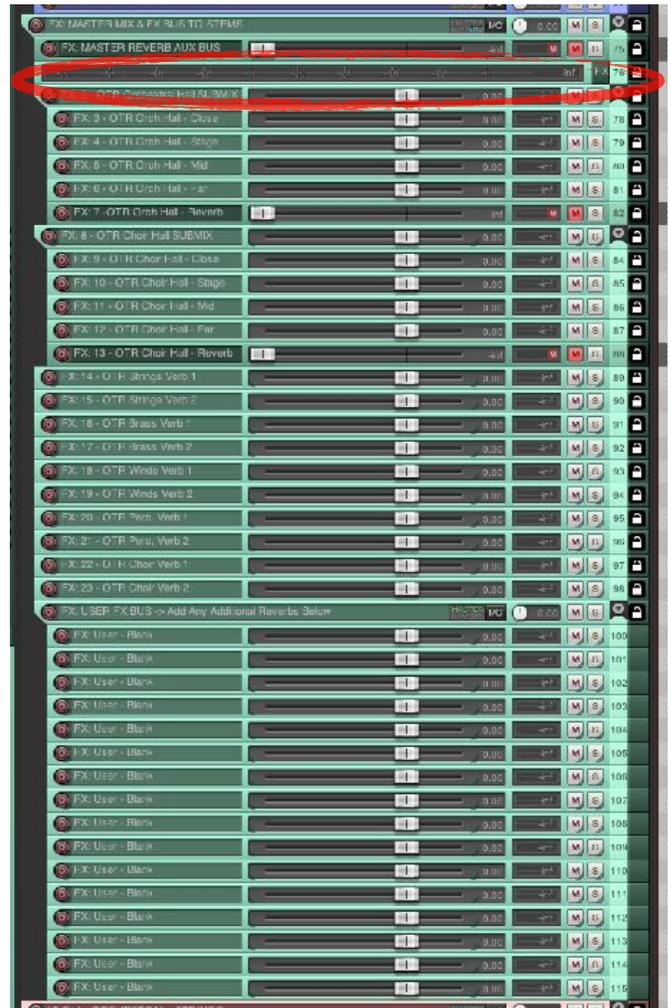
If you chose “To Orchestral Hall” it will flow into each of the four mic position channels in the Orchestral Hall tracks in order to be “virtually shaped” accordingly with IR reverbs.

The same with the “To Choir Hall” outputs...

As a whole, you will see that these landing zones for the track outputs are located in the same “folder” area as the reverbs channels. Well, that’s because this is the final blending-ground for your mixes. The final mixing will occur via VCA faders, which we will cover in the next section. But for now, just know that all of these channels flow into the TOP MOST FX TRACK which is appropriately titled, “FX: MASTER MIX & FX BUS TO STEMS.”

This top most track is where you will place any and all master bus effects. For example, if you want to place a light compression on your final output, it is to be placed on this track. If you want to place some sort of EQ on your final mix (note - this is not where room correction plugins go - that’s covered in another section), then you will place the EQ here.

Another important thing to mention is that the FX section has a master reverb track lane. It is the very first track located underneath the top-most FX parent track.



Every single channel in the FX section is pre-routed to this reverb lane. Simply add a reverb of your choice, make sure it is 100% wet, and bring the fader up. You may choose not to use this, but when used appropriately, a master reverb that is EQ'd (and potentially compressed) appropriately will create the perfect “glue” for all of your various tracks. Again, a pro choice that is often difficult to setup in a proper way in most other DAWs.